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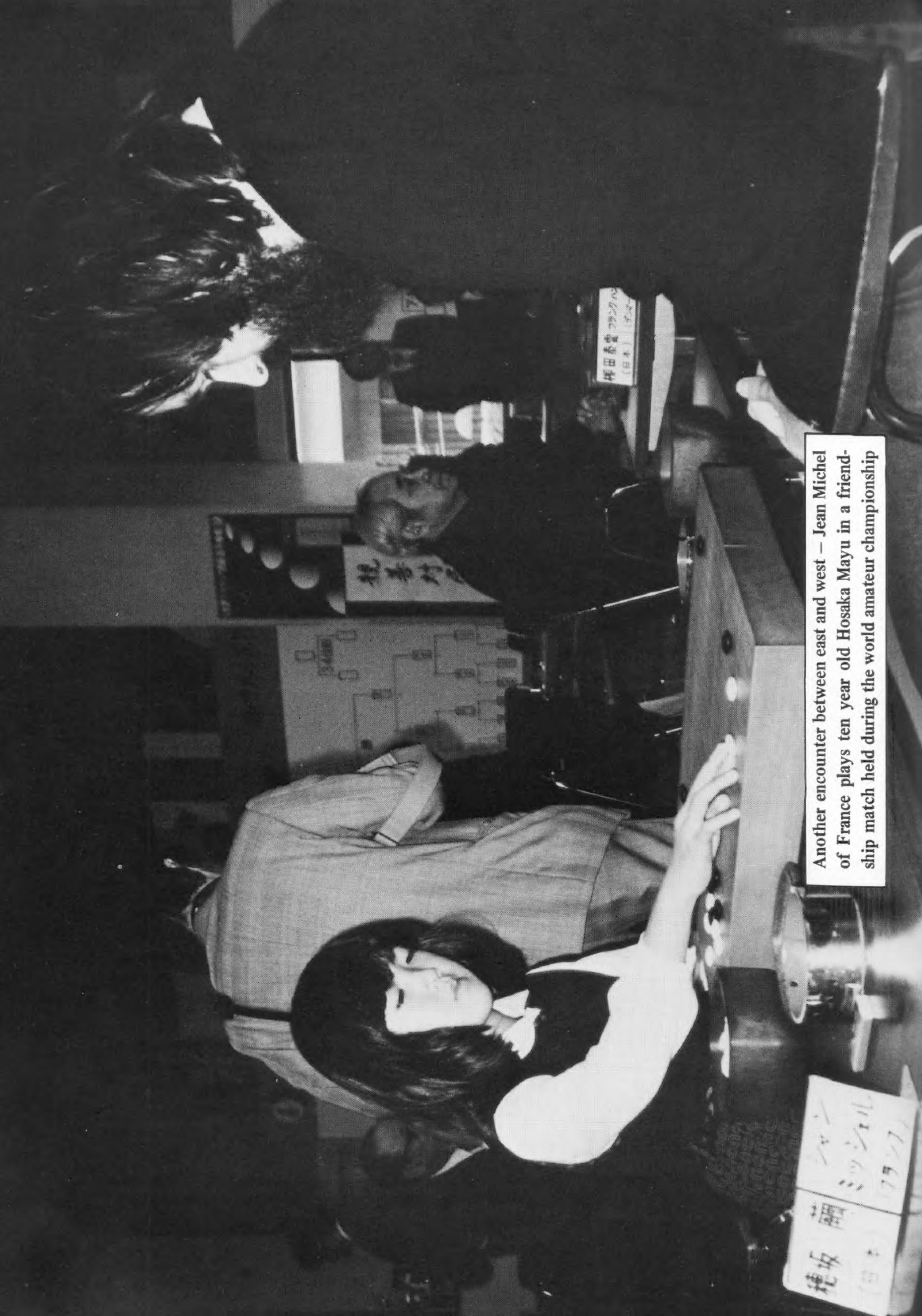
GO WORLD

MAY
JUNE

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1980



THE ISHI PRESS



Another encounter between east and west — Jean Michel of France plays ten year old Hosaka Mayu in a friendship match held during the world amateur championship

Special Issue: The 4th Kisei Tournament

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The Cover: Two panels from a triptych by Toyokuni entitled 'The Seven Gods of Good Fortune Amusing Themselves with the Koto, Go, Calligraphy and Painting'. The front cover (actually the left-hand panel, but the prints have been reversed, which is why the Chinese characters appear as mirror images) shows Ebisu (the god of commerce) playing go with Fukurokuju (the god of wealth and longevity). In front of them, Hotei (who personifies kindness and joviality) is painting a picture. The back cover shows Benzaiten (Sarasvati or the goddess of fortune, also known as Benten) playing the koto. The two children in front of her are not members of the Seven Gods — the remaining three appear in the third panel, which depicts a game of shogi. (*Collection of Tanaka Fumio*)

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Otake Wins 18th Judan Title

Otake Meijin has won his second Judan title by defeating Kato Masao with three wins to two losses. After losing the first two games, the defending champion Kato made an excellent recovery to even the series, but in a tough final game the challenger edged him out by half a point to take the title. This leaves Kato with only the Honinbo, Tengen and Oza titles to his name, while Otake now has two titles. He previously won the 8th Judan title.

Takemiya Leads Kato Honinbo 2-0

As he predicted at the beginning of the year, Takemiya Masaki 9-dan has become the Honinbo challenger and he has made an excellent start to the series with two straight wins over Kato Honinbo. Takemiya thus seems to have a very good chance of regaining the title he lost to Kato in 1977.

Takemiya did not win the Honinbo league in the manner he claimed he would, however, that is, with a perfect record. The stumbling block was former Honinbo Sakata, who defeated Takemiya in their sixth round game, thus enabling another former Honinbo, Rin Kaiho, to catch up with Takemiya. This meant that there was a perfect dramatic conclusion to the league, as these two played each other in the final round. In this encounter Takemiya staked his fortunes on his favourite large moyo strategy and his boldness was rewarded with success.

Despite his last minute scare, Takemiya thus

succeeded in winning the league after all, while Rin had to be content with second place. Although their scores were identical to Rin's, Sakata and Cho were placed third and fourth respectively, due to their previous ranking, while the other players lose their places in the league. Ishida Yoshio turned in the worst performance of his career, with one solitary win; his continuing bad form is inexplicable.

Results to date in the title match:

Game 1 (May 15, 16). Takemiya (W) won by 1½ points.

Game 2 (May 28, 29). Takemiya (B) won by resig.

5th Meijin League: Takemiya Loses His Lead

Takemiya also had ambitions of winning the Meijin league with a perfect score, but he has also met with a setback there. After getting halfway to his target, with four straight wins, he lost his fifth round game with Sakata, who is proving to be his nemesis. Actually this game was a crucial one for Sakata, for he had started the league with three losses and could hardly afford to drop any more games. Since Takemiya also lost his next game, to Cho Chikun, the leader of the league is now Rin Kaiho, on 4-1, but this turnabout must also have revived the hopes of Kato and Cho. A perfect record has only been registered once in the Meijin league (Ishida in 1973) and two losses by no means put one out of the running.

Ishida Wins TV Championship

Ishida Yoshio has not been doing well in the regular newspaper tournaments recently, but he

35th Honinbo League (as of 1st May)

Rank	Name	R	I	T	S	C	F	S	K	Score
1	Rin	—	1	0	1	0	1	1	1	5 - 2
2	Ishida	0	—	0	0	0	1	0	0	1 - 6
3	Takemiya	1	1	—	0	1	1	1	1	6 - 1
4	Sakata	0	1	1	—	1	1	0	1	5 - 2
5	Cho	1	1	0	0	—	1	1	1	5 - 2
5	Fujisawa H.	0	0	0	0	0	—	1	0	1 - 6
5	Shiraishi	0	1	0	1	0	0	—	0	2 - 5
5	Kobayashi	0	1	0	0	0	1	1	—	3 - 4

Note: the players are ranked according to their results in the previous league.

5th Meijin League (as of 22nd May)

Rank	Name	S	K	T	R	C	H	K	H	Y	Score
1	Sakata	—		1	0	0		0	0		1 — 4
2	Kato		—	0		0		1	1	1	3 — 2
3	Takemiya	0	1	—		0	1	1	1		4 — 2
4	Rin	1			—	1	1		0	1	4 — 1
5	Cho	1	1	1	0	—	1	0			4 — 2
6	Hashimoto U.			0	0	0	—	1		0	1 — 4
7	Kobayashi	1	0	0		1	0	—		1	3 — 3
7	Hane	1	0	0	1				—	0	2 — 3
7	Yamashiro		0		0		1	0	1	—	2 — 3

Note: the players are ranked according to their results in the previous league.

has finally been having some success in the TV lightning tournaments. In the final of the 12th Haya-go Championship (Channel 12), he defeated Otake 2–1 to win this tournament for the first time. He also reached the final of the 2nd Asia Airlines Cup, though he lost this to Sakata Eio. Incidentally, this was the 61st title of Sakata's career. Both these finals were played in February this year.

Recently television go has been enjoying a surge in popularity and this has been reflected in increased prize money. The NHK Cup is the most popular program on NHK's educational channel and has a viewing audience of three million. First prize is one million yen. The Haya-go Championship prize is two million yen, the Asia Airlines Cup is two and a half million yen and the Kakusei tournament (sponsored by JAL) is an impressive three and a half million yen. The top professionals now take these tournaments very seriously.

Ogawa Tomoko Defends Women's Honinbo Title

Ogawa Tomoko 4-dan defeated the challenger Kobayashi Chizu 5-dan 2–1 in the 26th Women's Championship, also known as the Women's Honinbo title. This is Ogawa's first defence of the title which she won from Kobayashi last year. In the deciding game Ogawa got off to a bad start but managed to pull off a win through some brilliant endgame play. This seems a highly appropriate way for the author of the only book on the endgame in English to defend her title.

The results:

Game 1 (May 7). Kobayashi (W) won by 4½ points.

Game 2 (May 14). Ogawa (W) won by 4½ points.

Game 3 (May 28). Ogawa (W) won by 2½ points.

Second Quebec Open Go Championship

This tournament, organised by the Quebec Go Association, was held in Montreal on the 3rd and 4th May. This year 49 players participated in this six round Swiss McMahon event, compared to 43 last year. For the second year in a row the tournament was won by Bruce Amos 5-dan of Toronto, who thus became Quebec Open Champion. Second place was taken by Osamu Yokota 5-dan of Montreal, who won the title of Quebec Champion (open only to residents of the province). Mr. Yokota also recently won the Honinbo Montreal title and has established himself as the top Quebec player (see page 5).

Olsson Wins 1st Nordic Championship

The 1st Nordic Championship was held from the 4th to the 7th April this year and was won by Per-Inge Olsson 2-dan of Stockholm with seven straight wins. Second was Mats Johansson 1-kyu (country not given) with five wins; third was Christer Lindstedt 1-dan of Goteborg, Sweden, while fourth place was taken by Georg Frotzler 3-dan, with five and four wins respectively. There were thirteen participants, from Sweden, Denmark and Finland.

Correction: In the list of the top ten money-earners of 1979 on page 4 of GW18, Rin's total should have been given as ¥24,400,000.



Robin Burgess of Leeds Grammar School plays a move against Mark Hodgetts of Kings Norton Boys School in their decisive top board clash in the last round.

1st British Schools Championship

The first British National Schools Team Go Championships were held at Kingsthorpe Upper School at Northampton on Sunday, March 2nd, 1980. Twelve teams entered and the average age of the contestants was fifteen and the average strength 15-kyu.

Victory and the Castledine Cup for the Champion Team went to Leeds Grammar School which, with four wins, was unbeaten. In second place was Kings Norton Boys School from Birmingham, with 3 wins to 1 loss, while Hampton School of Twickenham, London, was third with the same score.

The success of this tournament, which as far as 'Go World' knows is a first in western go, has guaranteed that it will become a permanent fixture in the British go calendar.

10th Prague International Handicap Tournament

This tournament was held from the 7th to the 10th February this year and was won by Wolfgang Isele 5-dan of West Germany. Second place was taken by Matthew Macfadyen 5-dan of England,

and third by K. Andelic 1-dan of Yugoslavia.

The second group, for players from 10 to 2-kyu, was won by P. Winkelhofer of Prague.

First Philippine Go Club

The Philippine's first go club has been formed in Manila and meets every day from 2 p.m. to 6 p.m. The address is:

The Go Club of the Philippines, Inc.
Enterprise Bldg. Room 906
524 Quintin Paredes St., Manila

The president is Mr. Benito Dy and the P.R.O. is Mr. Jesus Lua

First Rock Song about Go

Go is finally making its deserved appearance in the pop charts. The Swedish singer Chris Linn has recorded the song, 'The Game of Go', on the flip side of his single 'Santa Monica Blue Waves' (Mercury).

The theme of the song is the trials and tribulations of the singer in a three stone handicap game; the happy ending to the affair is a jigo — all this to a hard rock beat. We have no details of commercial availability, but interested readers

could try contacting the singer's alter ego, Swedish 1-dan player Christer Lindstedt (whose address is Landalagangen 2, 411 30 Goteborg).

1980 Montreal-Honinbo

The Montreal-Honinbo is a newly created tournament consisting of a round-robin league made up of the six strongest players in the Montreal area. The 1st league ended in a tie between Osamu Yokota 5-dan and Myung Kyu Chung 4-dan, but Mr. Yokota won the playoff, held on the 21st April. He will defend his title

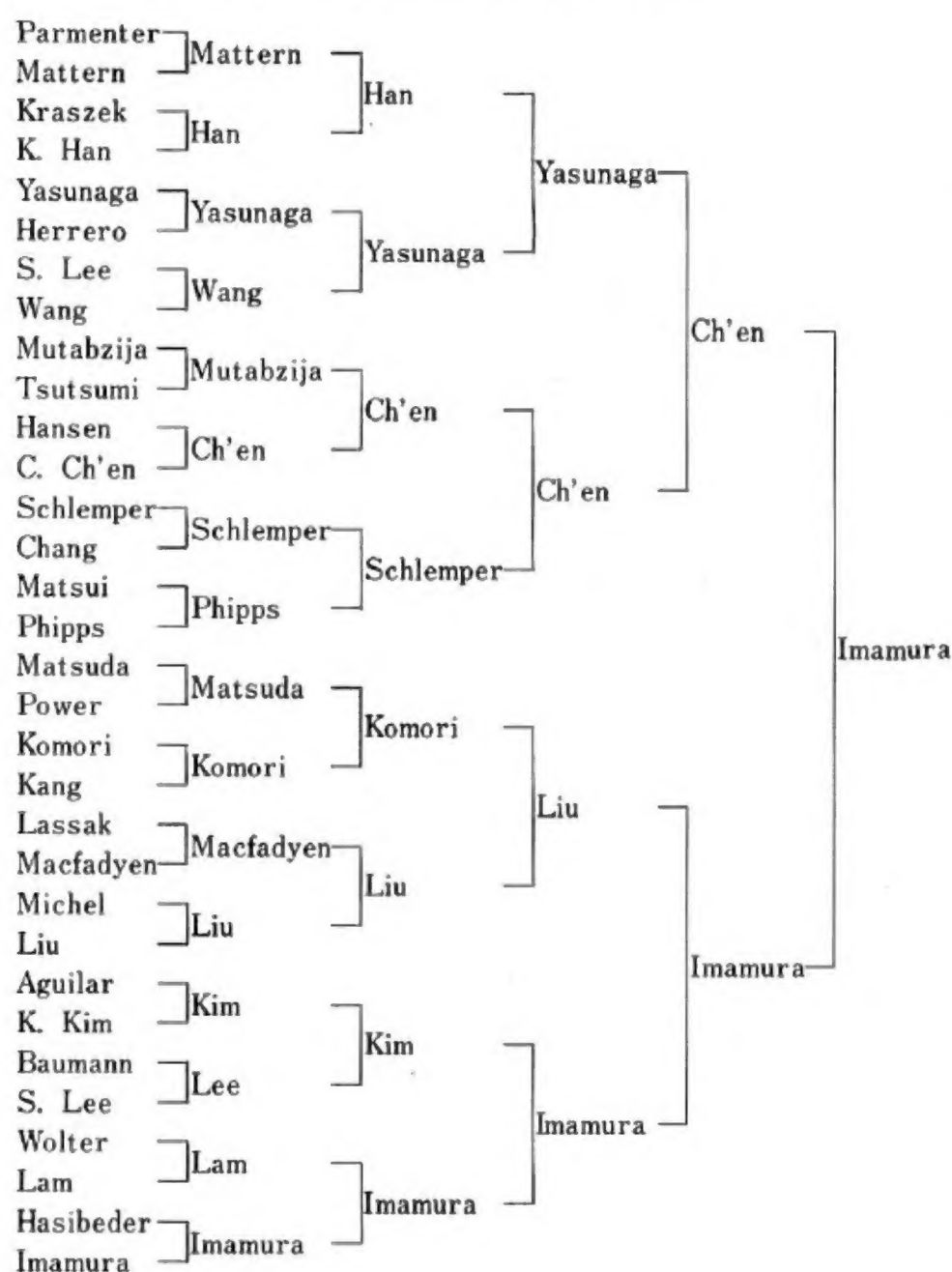
in a best-of-three match against the winner of next year's league.

4th International Berlin Go Tournament

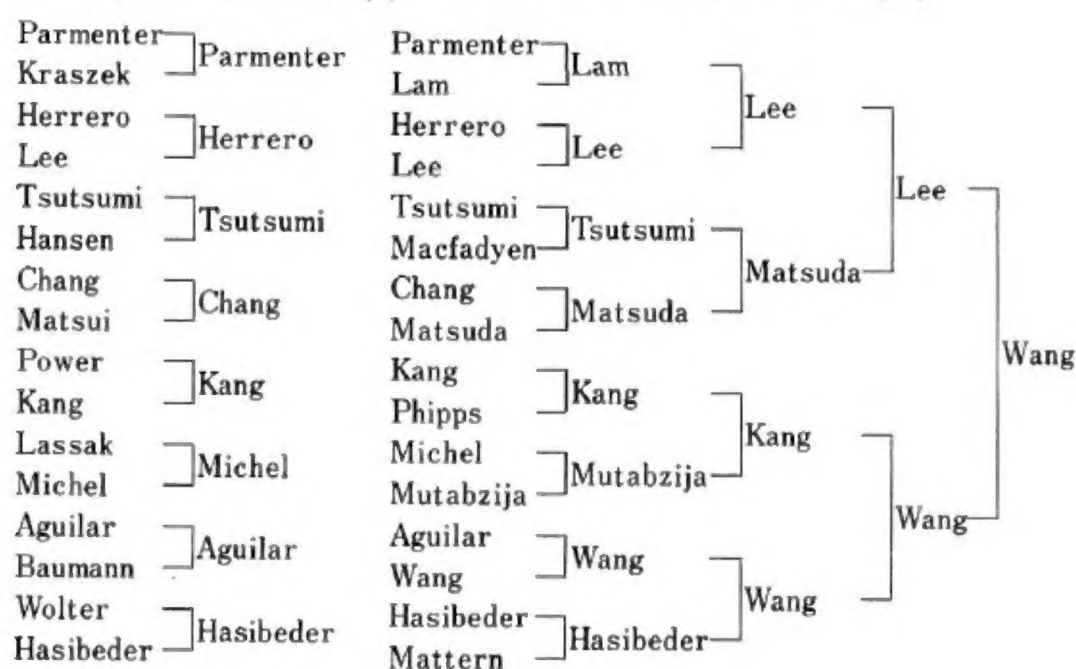
This tournament, held in November 1979, was won by Rob Koopmann of Amsterdam, with second place going to the 1979 German champion Bernd Wolter and third place to the 1979 European champion Jurgen Mattern. Group Two was won by Knoop of Holland and second place was taken by Zandveld, also of Holland.

2nd World Amateur Go Championship

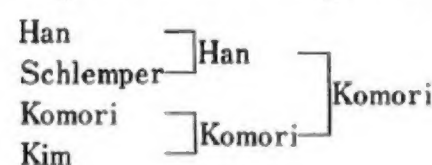
Main Tournament



Losers Tourn. (i) Losers Tournament (ii)



Playoff for 5th place



tented with 2nd, 4th and 9th place, still a good performance but quite a contrast to their virtual clean sweep last year.

The outstanding player of the tournament was Imamura, who scored brilliant wins against Liu (China) in the semifinal and Ch'en (China) in the final to win the championship, but perhaps the most inspired player was the seventy-eight year old Yasunaga, the godfather of modern amateur go in Japan, whose vigorous and inventive play belied his years.

It was also encouraging to see players from western countries drive a wedge into the ranks of their oriental rivals. Kyung Kim of the United States displayed impressive strength in taking 7th place, while Ronald Schlemper of Holland lived up to the

Japan Redeems its Honour

The Japanese players were the main stars at the 2nd World Amateur Go Championship, held at the Nihon Ki-in in Tokyo from the 25th to the 29th March this year. By taking 1st, 3rd and 5th place, the Japanese made up for their disappointing result last year. The Chinese had to be con-

Placings

- 1st: Fumiaki Imamura (Japan)
 - 2nd: Chai-jui Ch'en (China)
 - 3rd: Hajime Yasunaga (Japan)
 - 4th: Hsiao-kuang Liu (China)
 - 5th: Shoji Komori (Japan)
 - 6th: Keun-seuk Han (Korea)
 - 7th: Kyung Kim (U.S.)
 - 8th: Ronald Schlemper (Holland)
 - 9th: Ch'un Wang (China)
 - 10th: Sang-choul Lee (Korea)
 - 11th: T. Matsuda (U.S.)
 - 12th: Seun-beum Kang (Korea)
- (Note: Family names given last)

promise he showed in the 1st championship by coming 8th. Takao Matsuda, a veteran of the New York go scene, made it a good tournament for the U.S. by coming 11th. Although he did not gain a place, Helmut Hasibeder of Austria also had a very good tournament, while Matthew Macfadyen, with his opening moves on tengen and 5-5, quickly became a favourite with the spectators.

Note: Not listed in the charts on page 5 are the following playoffs.

3rd place) Yasunaga defeated Liu

7th place) Kim defeated Schlemper

11th place) Matsuda defeated Kang



Best-dressed competitor – Kayoko Tsutsumi of Japan



Clash of Hemispheres – Graeme Parmenter of New Zealand is subdued by Jurgen Mattern of West Germany.



Kwok-cheung Lam of Hong Kong defeats Bernd Wolter of West Germany in the first round. In the background is the Hasibeder-Imamura game.



Chai-jui Ch'en of China puts a stop to the winning run of Ronald Schlemper. Watching is Imamura.



One of the highlights of the tournament was the game post-mortems conducted by Utake Meijin. Listening with bated breath are (L to R) Frank Hansen of Denmark, Fernando Aguilar of Argentina and Horst Muller (Tokyo-Austria).



The moment of triumph – Imamura becomes the 2nd World Amateur Champion

Some games from the tournament are presented below. The final between Ch'en and Imamura and other games of interest will be given in our next issue.

Semifinal: Yasunaga v. Ch'en

White: Ch'en Chai-jui (China)

Black: Yasunaga Hajime (Japan)

komi: 5½; time: 3 hours each

date: 28th March, 1980

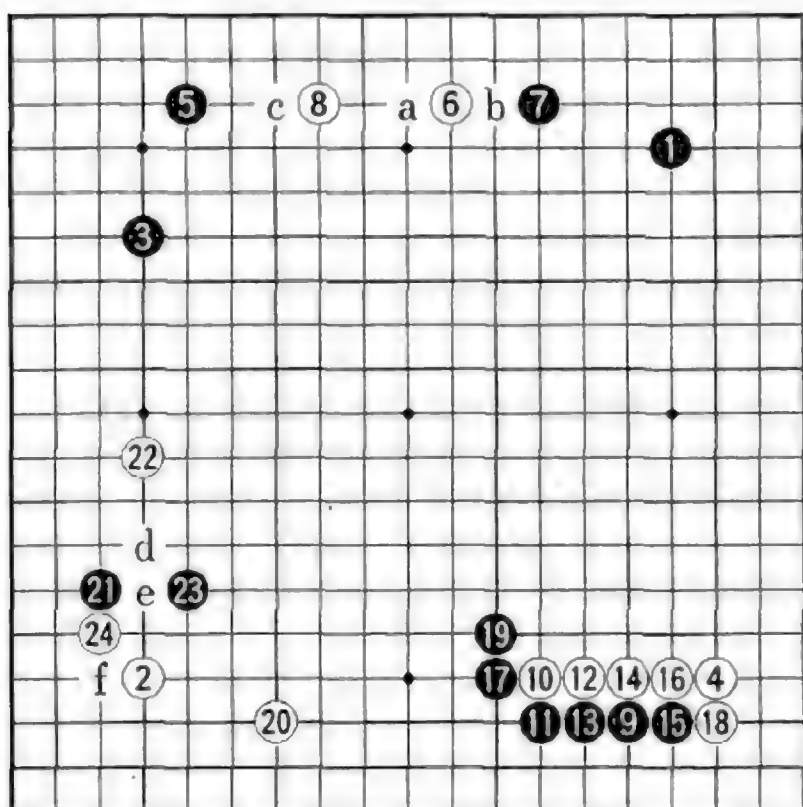
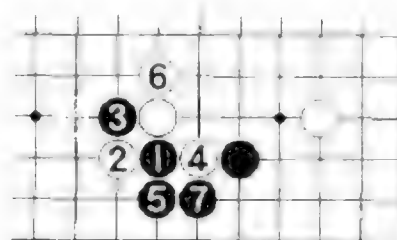
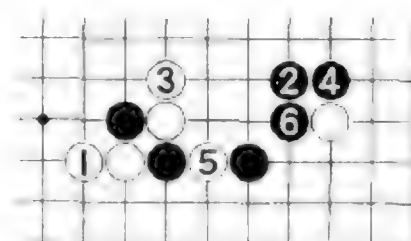


Figure 1 (1 – 24)



Dia. 1



Dia. 2

Figure 1 (1 – 24)

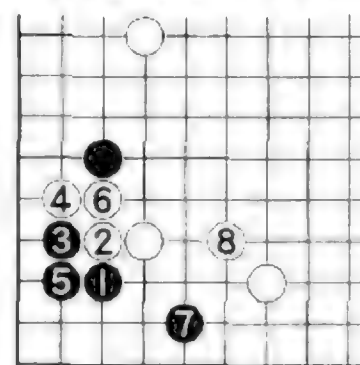
Black 3, 5. Reminiscent of the New Fuseki period.

White 6 seems good. If at 'a', Black would play 'b' and White would have to make a cramped extension to 'c'.

White 12. White cannot follow the joseki in Dia. 1 as the ladder is favourable for Black. However, one alternative would be to follow Dia. 2.

Black 23 is Yasunaga-style. Invading the corner as in Dia. 3 would be more usual.

White 24 is also unusual. The standard sequence would be White 'd', Black 'e', White 'f'.



Dia. 3

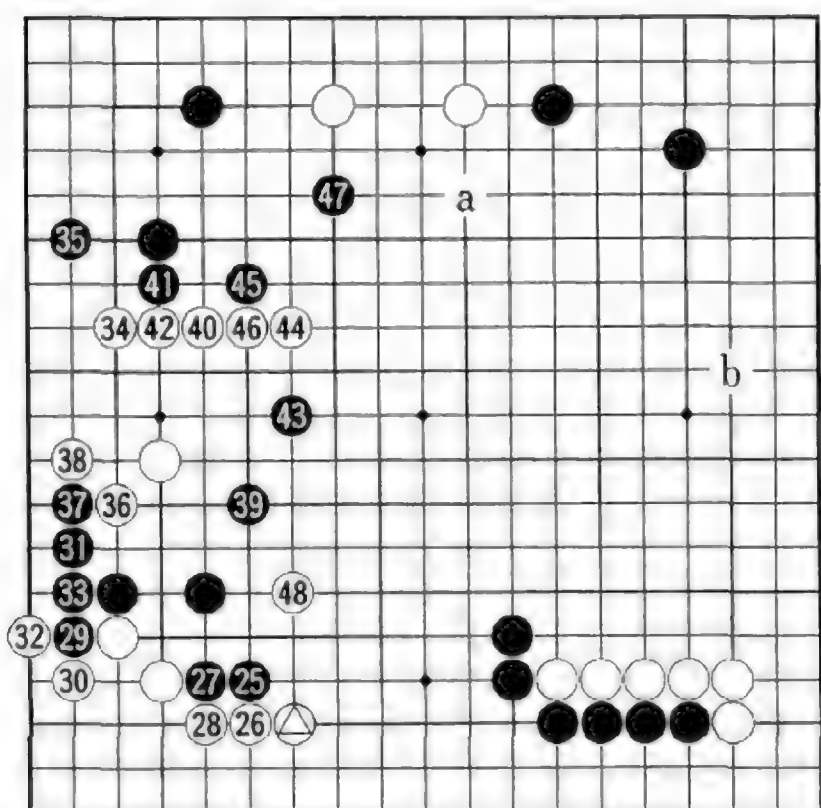


Figure 2 (25 - 48)

Figure 2 (25 - 48)

White 36 is severe. Black's attack with 39 and 43 does not help him very much in the centre because of White Δ at the bottom.

White 48 is not necessary, as White Δ already negates Black's potential at the bottom. White 'a' or 'b' would be better.

Figure 3 (49 - 87)

Black 51. If at 1 in Dia. 4, White counters with 4 to 10.

White 62. Since White does not defend at the bottom, Black is able to cut at 65. Note that if Black goes ahead with the sequence in Dia. 4 instead of 65, White presumably intends to answer at 2 in Dia. 5, then defend his cutting point at

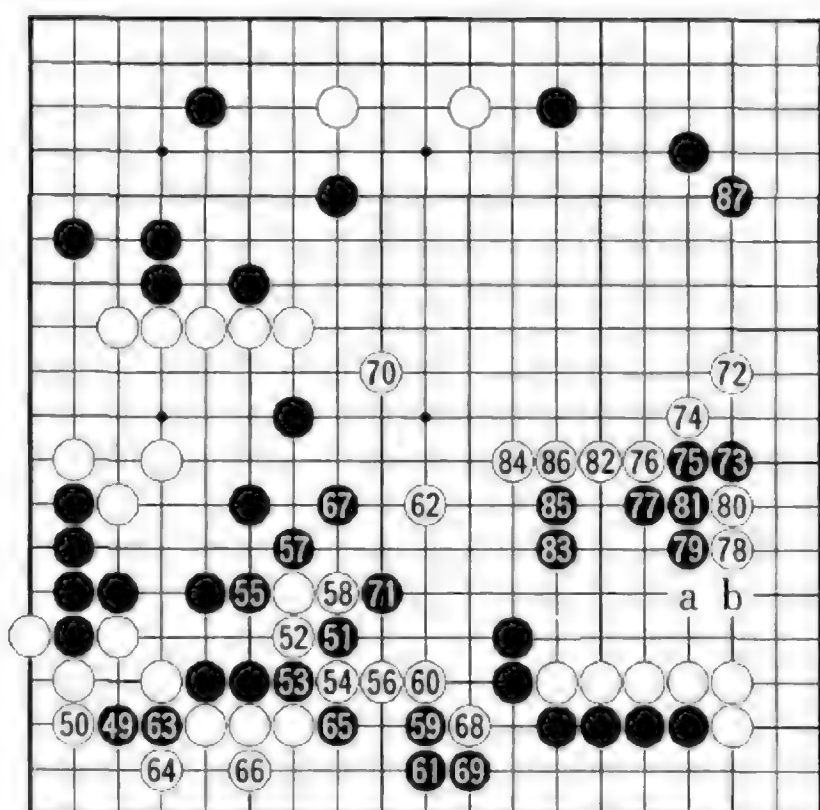
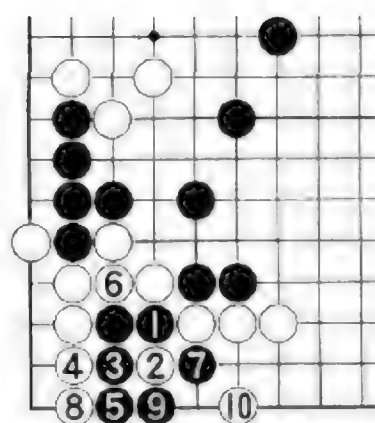
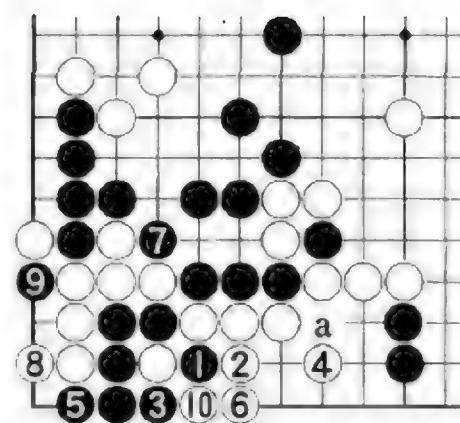


Figure 3 (49 - 87)



Dia. 4

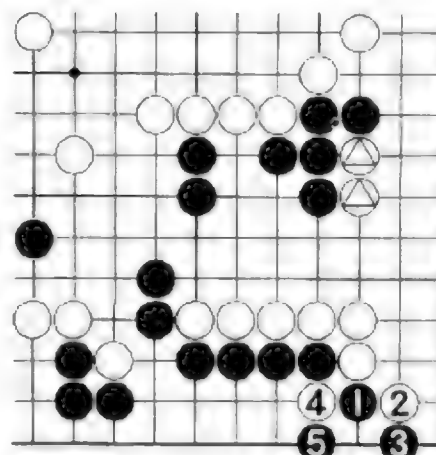


Dia. 5

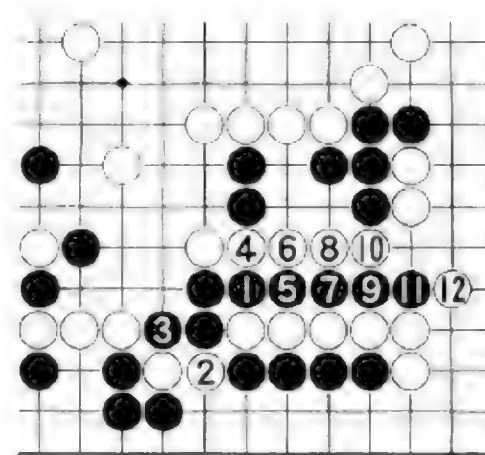
'a' with 4. The best Black can do is to get an approach move ko in the corner.

White 78, 80. Played just in case Black later starts a ko with 1 to 5 in Dia. 6. Even if White lost this ko, he would be able to live on the side, thanks to the Δ stones.

Black 87. With the benefit of hindsight, one can say that Black should have exchanged 'a' for White 'b' before defending the corner.



Dia. 6



Dia. 7

Figure 4 (88 - 114)

White 88. Yasunaga is said to have exclaimed 'You really are strong' when Ch'en played this move. Black 89 looks cowardly, but Black has no choice.

Dia. 7. If Black resists with 1, White plays 2, forcing Black 3, then pushes down with 4 etc.,



Yasunaga Hajime

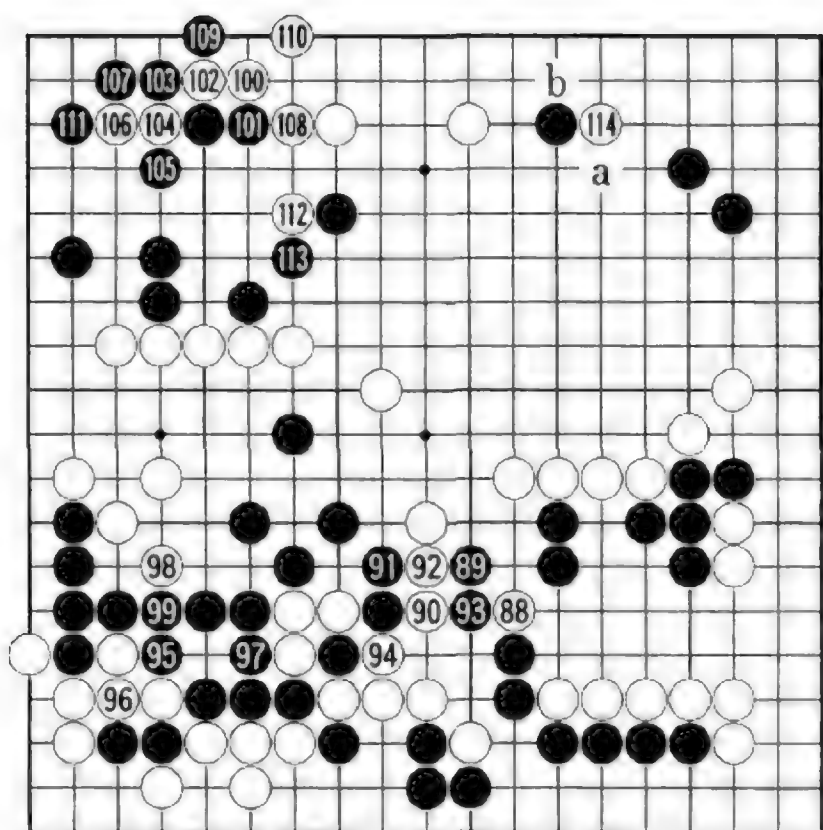
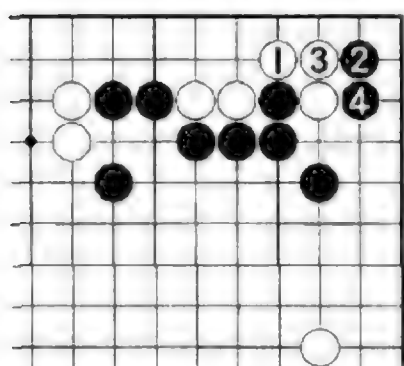


Figure 4 (88 - 114)

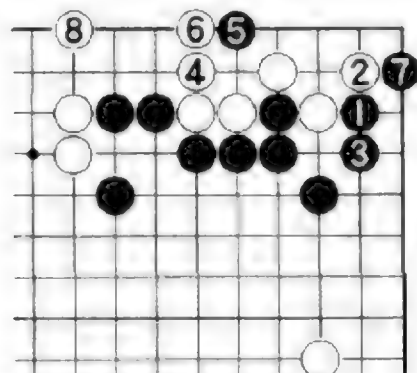
capturing the black group above. That is why Black should have made the 'a-b' exchange in Figure 3.

Black succeeds in linking up with 93, but at the cost of letting White resurrect his three captured stones with 94. This is big, as it affects the life of Black's group to the left. White gets sente to play 100 at the top.

White 114. If Black 'a', White intends to play 'b'.



Dia. 8



Dia. 9

Figure 5 (115 - 166)

Black plays 15 and 17 in an attempt to capture the invader outright, but White 16 makes the cut at 20 a large move.

After Black 25, White cannot live in the corner.

Dia. 8. If White 1, Black has a good answer at 2.

Dia. 9. Note that Black 1 here would be a mistake. White 4 and 6 make miai of living with 7 and connecting underneath with 8.

Although he does not live, White does gain something from playing in the corner, as White 'a' will be sente.

White 36. A move White has been aiming at

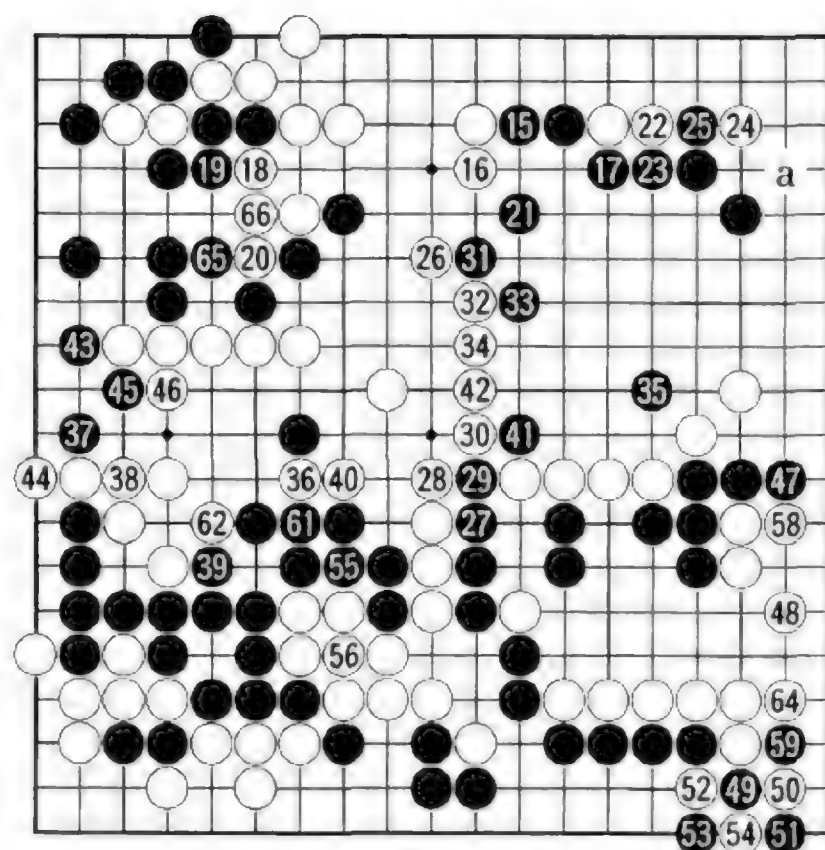
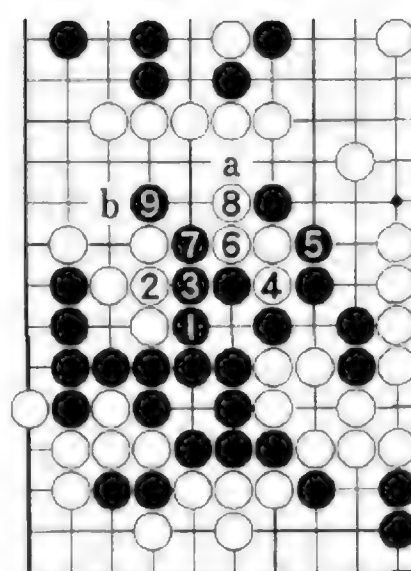
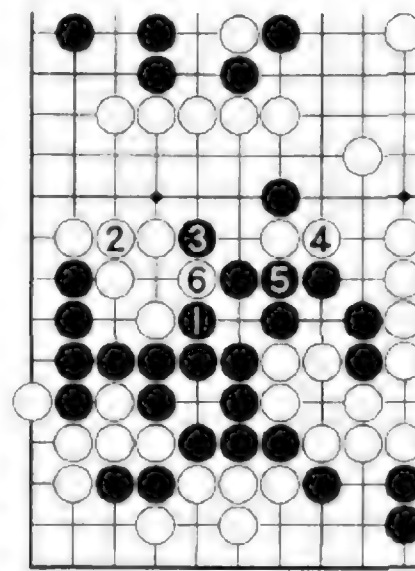


Figure 5 (115 - 166)

ko: 57, 60, 63



Dia. 10



Dia. 11

for a while now. Black goes wrong with his answer at 37, for this is a bad move destroying what aji he has.

Dia. 10. Black 1 is the only move. If White 2, Black lives, as the sequence to 9 makes miai of 'a' and 'b'. Therefore -

Dia. 11. White's best answer to Black 1 is 2. A ko follows with 3 to 6, but this is a most unfavourable ko for Black.

This mistake brought the game to a premature end, but even if Yasunaga had played correctly, Ch'en would still have been ahead. Yasunaga played an interesting game, but Ch'en was a little sharper in the fighting.

Black resigns after White 166.

This win took Ch'en into the final and left Yasunaga to fight it out with the loser of the other semifinal, Liu, for third place.

Playoff for 7th Place

Kim v. Schlemper

White: Ronald Schlemper (Holland)

Black: Kyung Kim (U. S. A.)

date: 29th March, 1980

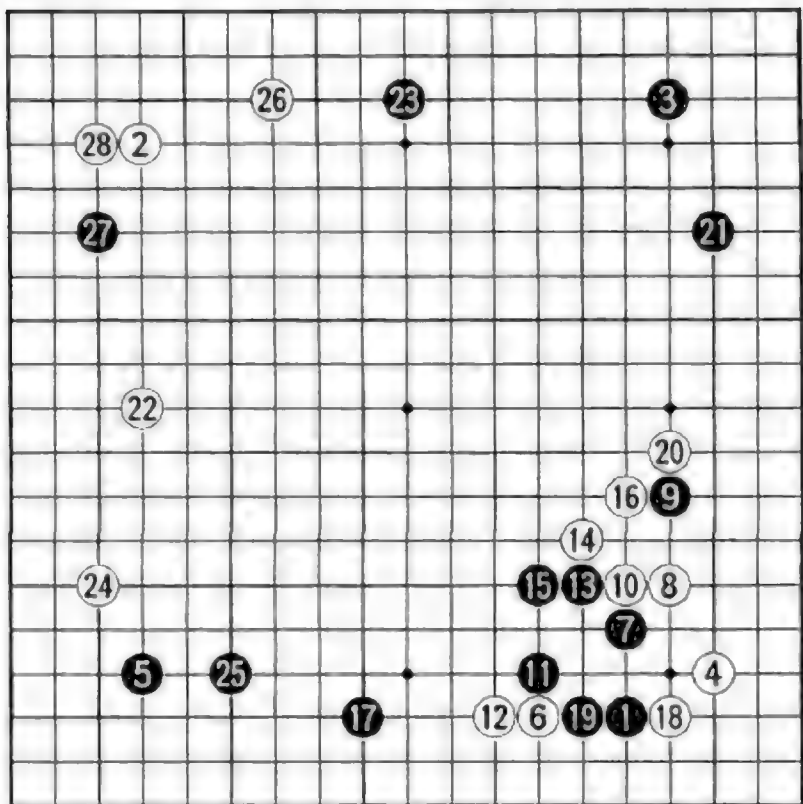
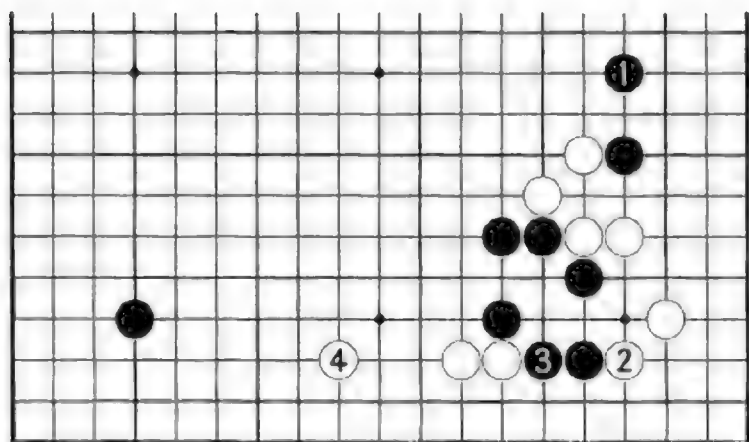


Figure 1 (1 - 28)



Dia. 1

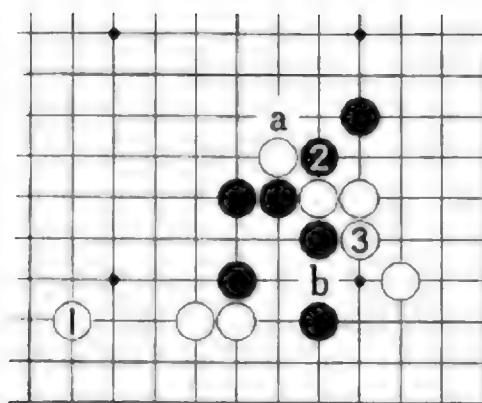
Figure 1 (1 - 28)

White 6. A wider pincer is preferable (or an approach move in the top right corner). The aim of a narrow pincer like 6 is to start a fight, but in this case that will give Black a chance to make effective use of his star-point stone at 5.

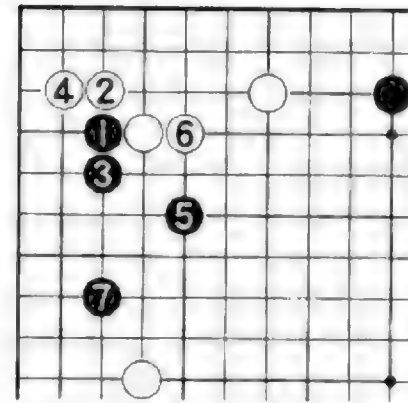
Black 17 is a sharp move. The usual joseki continues as in Dia. 1, but Black 17 works well with Black 5. Black is satisfied with the result to 20.

If White tried to avoid this result by playing 16 at 1 in Dia. 2, a fight would follow. If Black 2, White 3. Black cannot get a ladder at 'a'. If Black plays 'b' next, White will extend at 'a'.

Black 27. Attaching at 1 in Dia. 3 would probably be better. Black's position becomes a little



Dia. 2



Dia. 3

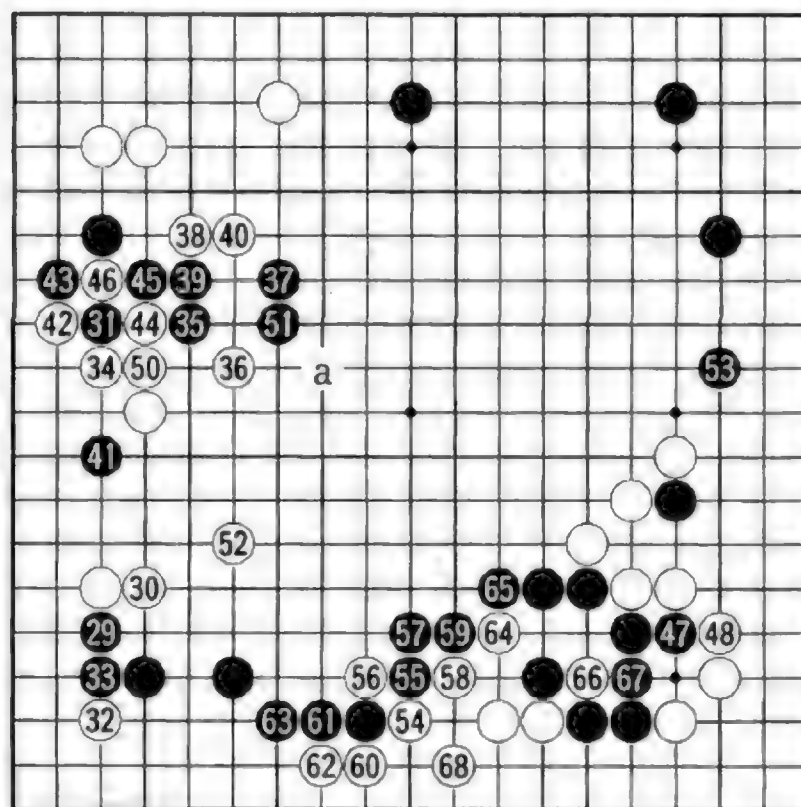


Figure 2 (29 - 68)

ko: 49

cramped when White defends at 28.

Figure 2 (29 - 68)

White 38 is a vital point, but just jumping to 'a' would be good enough.

Black 41 is an overplay. What would Black have done if White had simply answered at 1 in Dia. 4? If Black 2, White extends at 3, threatening to cut at 'a'.

White 42, 44. White agrees to fight on the battleground chosen by Black. However, 'apologising' with White 50 vitiates the moves preceding it. White should at least use the cut at 66 as a ko threat and play for an exchange. If Black answers 66, White could capture the ko, then ignore any ko threat Black makes.

The result to 52 is a success for Black.

Figure 3 (69 - 100)

Black 69. Jumping to 76 or enclosing the top with 'a' would be good enough to keep Black in the lead.

White 76. White has to make a bigger reduction in Black's area at the top. Playing either 1 or 'a'

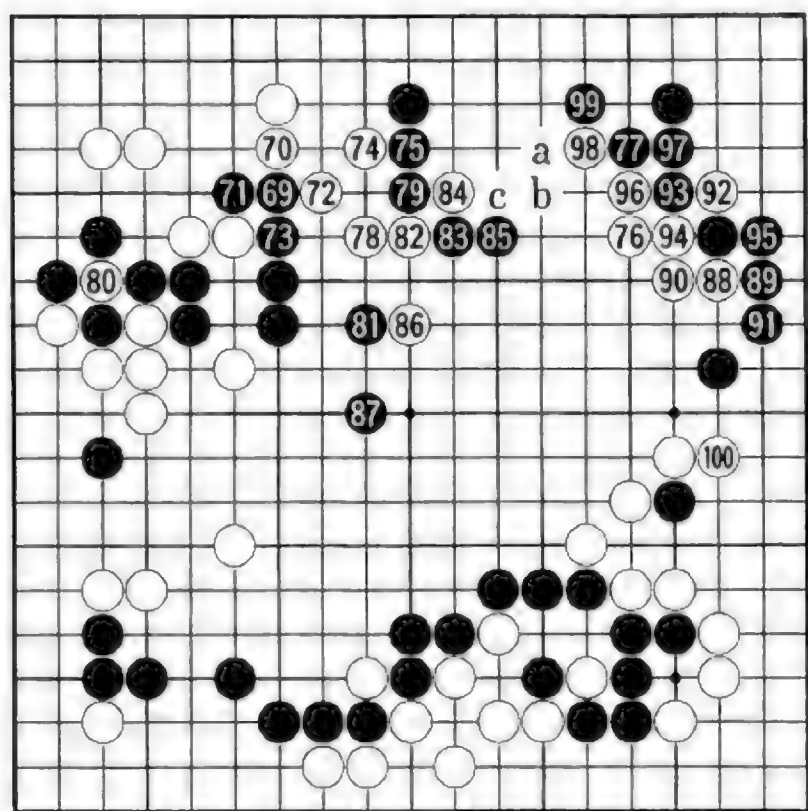
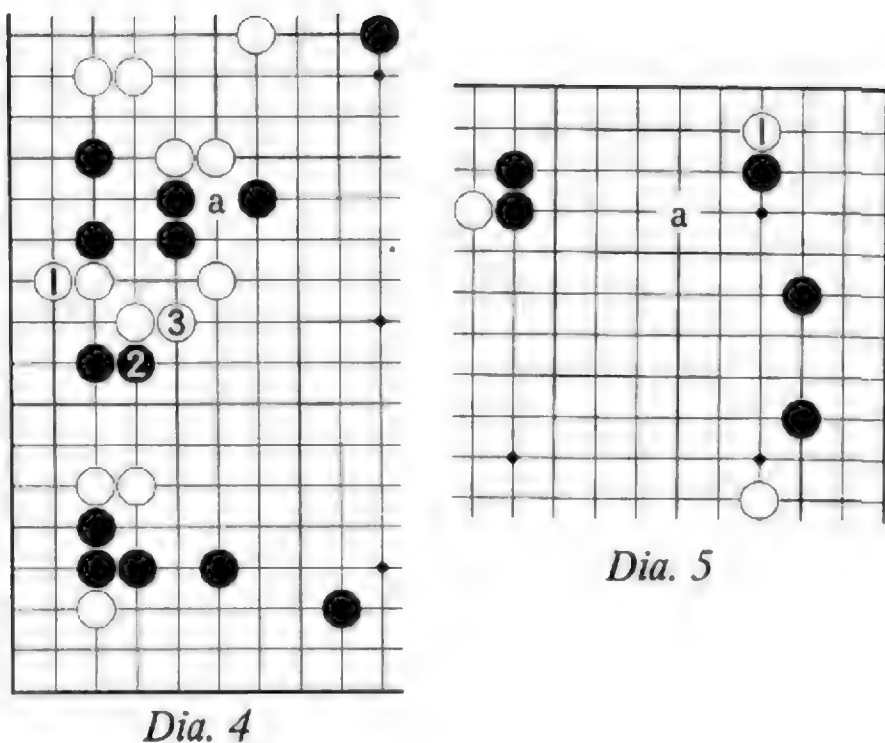


Figure 3 (69 – 100)

in Dia. 5 seems more appropriate. The exchange for 77 is bad for White.

White 84. This cut is meaningless.

White 94. White should play more aggressively, with White 'b', Black 'c', White 98. Black might make an attempt to capture the whole white group, but at least this way White might have a chance of catching up.

White 100 is too small; he should extend at 'a' at the top.

Figure 4 (101 – 165)

White 6. The exchange for 7 is unfortunate. White should aim at playing 36 instead. At the least, he would get a ko.

White 10 and 12 are risky. White is playing all out as he is behind, but he could be in trouble

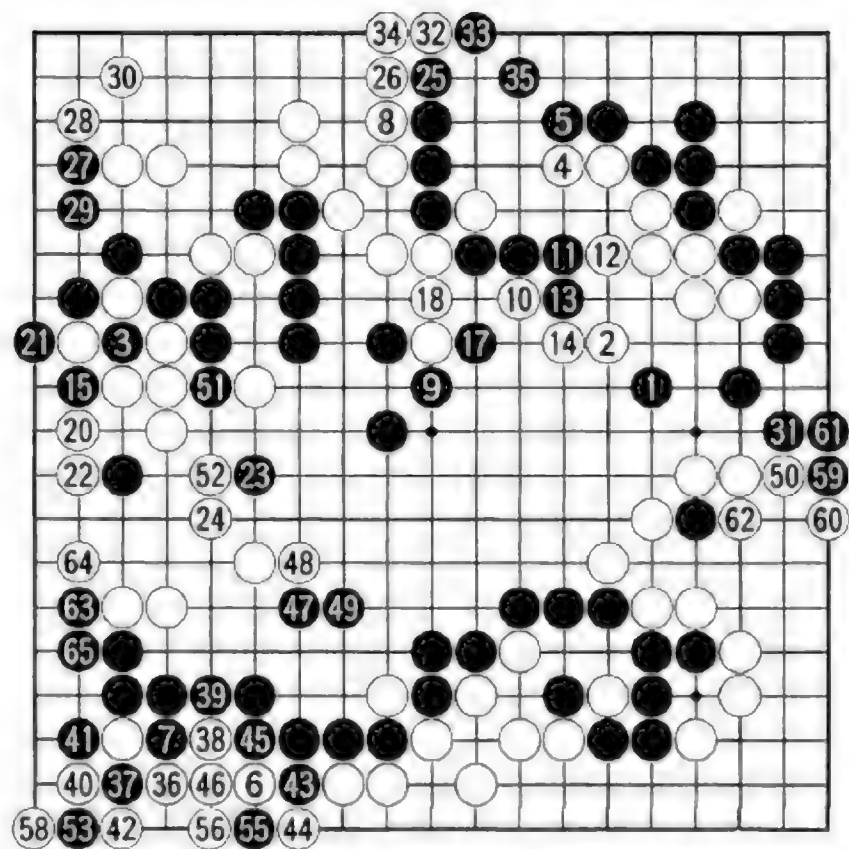


Figure 4 (101 – 165)

ko (at 3): 16, 19; ko (at 37): 54, 57

if Black chooses to attack the whole group. However, Black prefers to wind up the game quietly.

White has to cede the ko on the right with 20. Black then takes advantage of the bad aji in White's corner to play 27 and 29 in sente. Black is playing solidly, giving White no chance to create trouble.

Black 53. If Black later connects the ko, he will be able to pick up White 40 and 58.

Figure 5 (166 – 200)

White 74. Necessary.

White is unable to narrow the gap. Judging by this game, Kim's greater fighting experience

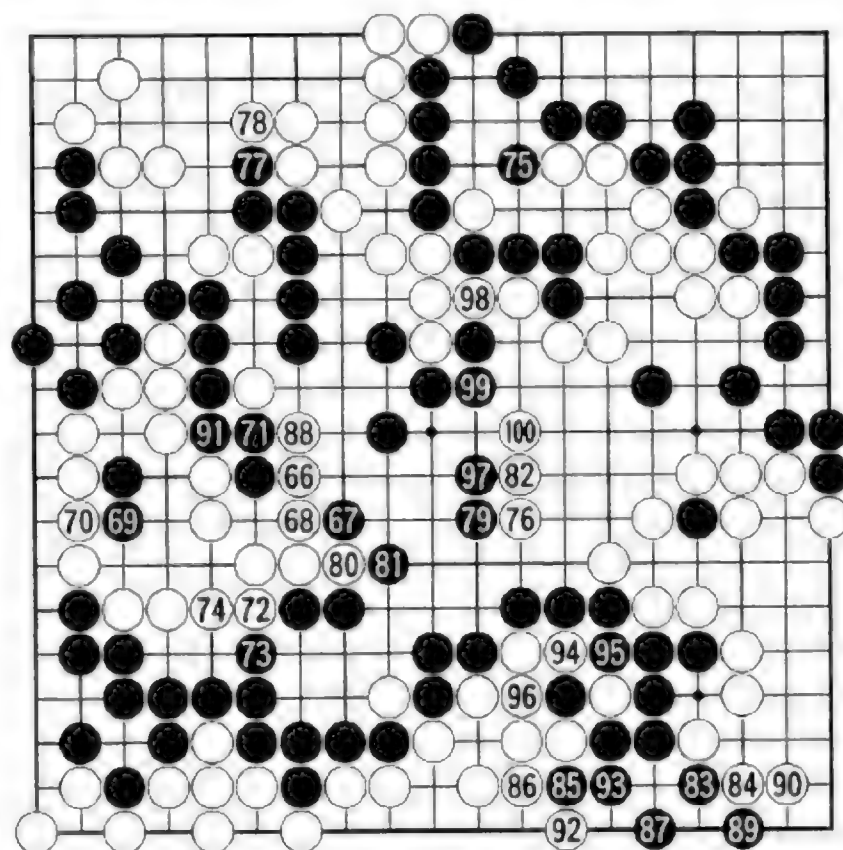


Figure 5 (166 – 200)

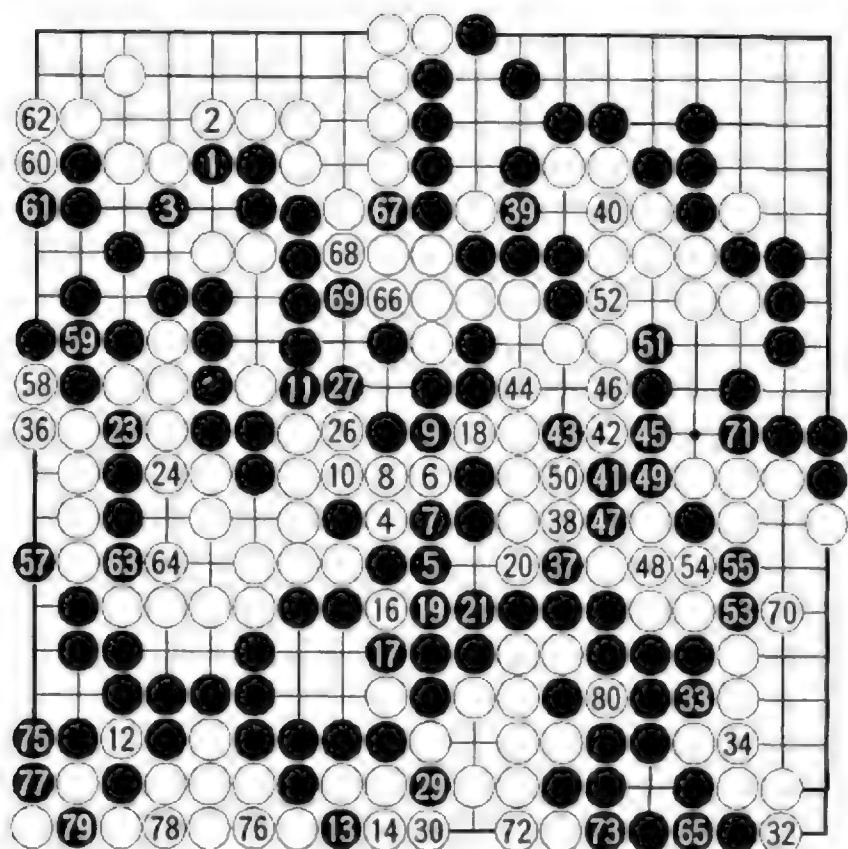


Figure 6 (201 - 280)

ko (at 12): 15, 22, 25, 28, 31; 35: connects (at 12); 56: connects (above 54); 74: connects (at 13); White wins and connects the ko.

gives him a bit of an edge over Schlemper.

Black wins by $9\frac{1}{2}$ points.

Semifinal: Imamura v. Liu

White: Imamura Fumiaki (Japan)

Black: Liu Hsiao-kuang (China)

date: 28th March, 1980

Figure 1 (1 - 32)

White 14. Invading the corner with 1 in Dia. 1 is the usual answer to Black's pincer. After the sequence to 9, Black would switch to 'a' or 26 in the figure. This would simplify the game, which

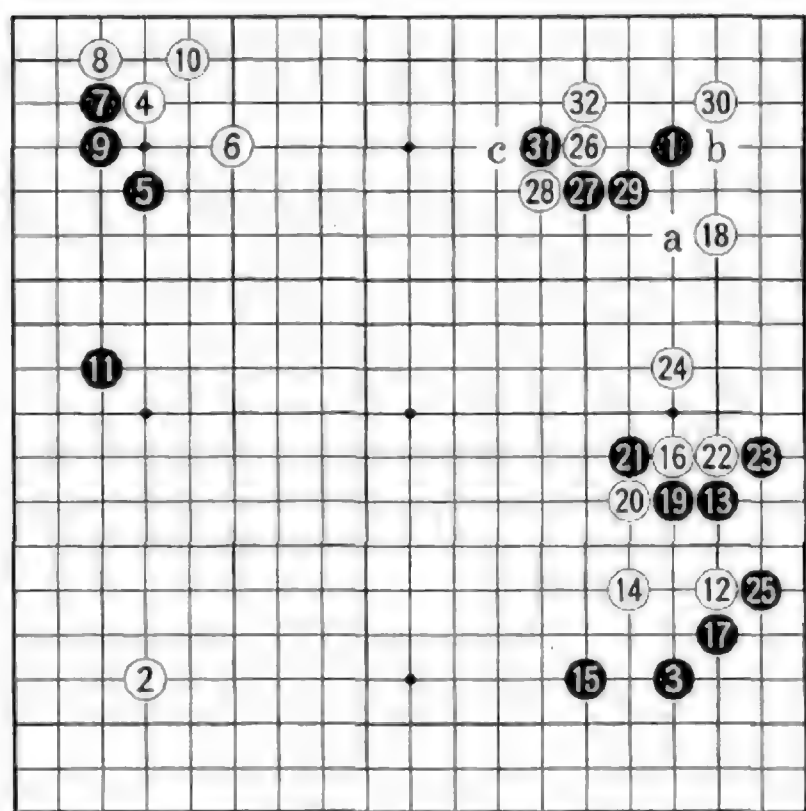
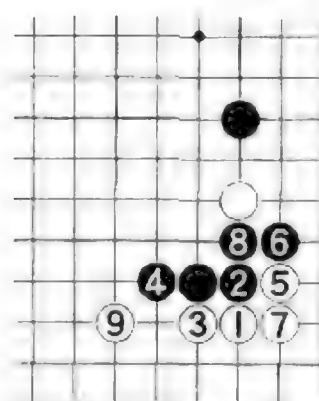


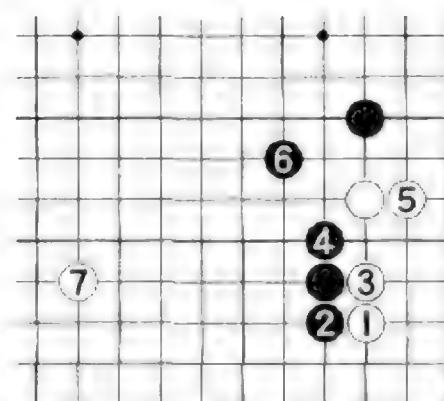
Figure 1 (1 - 32)



Liu Hsiao-kuang



Dia. 1



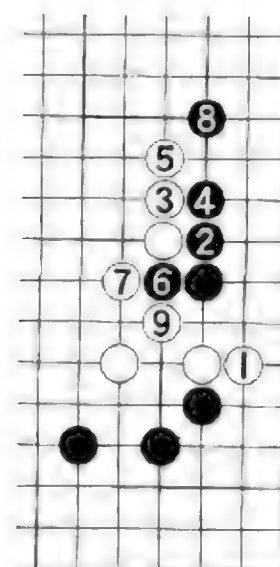
Dia. 2

White presumably wanted to avoid.

Dia. 2. Note that when White invades at 1, blocking at 2 is wrong. Black builds thickness with 2 to 6, but it is nullified by White 7.

White 18. White is presumably dissatisfied with the standard joseki in Dia. 3 as he ends in gote with 9. Black naturally ignores 18 in order to attack with 19. If he answered 18 at the top, White would then be glad to follow Dia. 3, for with 18 in the way, Black 8 there would no longer link up to the top.

White 32 is a good move. The joseki is White 'b'—Black 'c', but this would help Black to nullify White's thickness in the top left corner.



Dia. 3

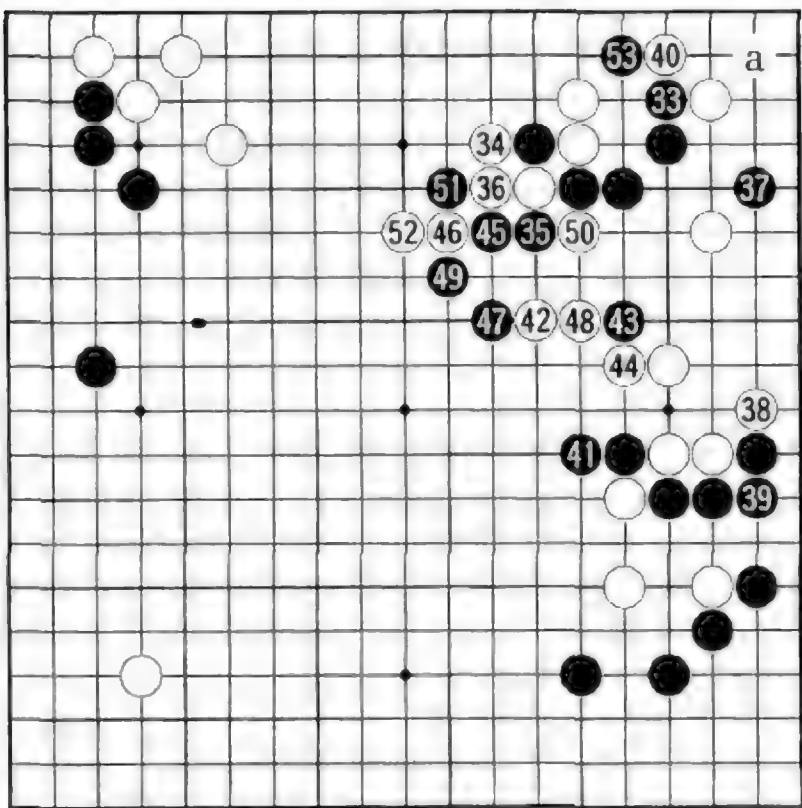


Figure 2 (33 - 53)

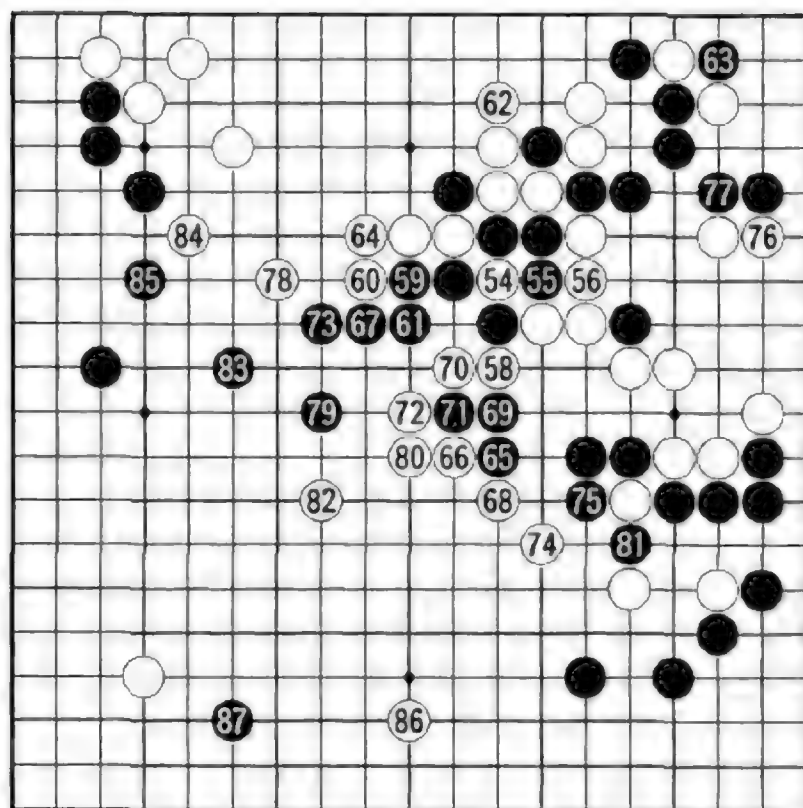
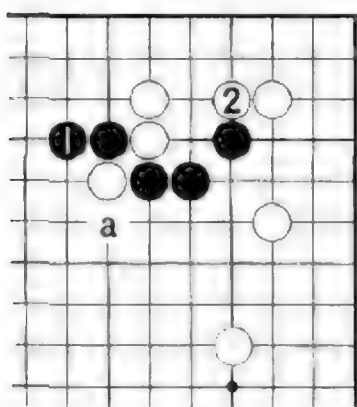
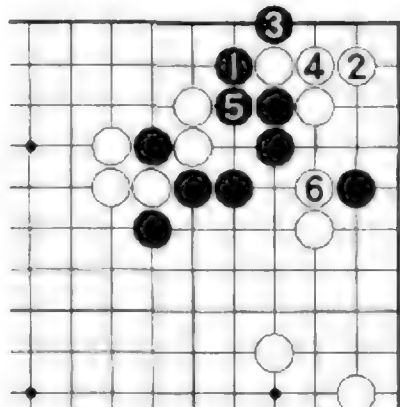


Figure 3 (54 - 87)

57: connects



Dia. 4



Dia. 5

Figure 2 (33 - 53)

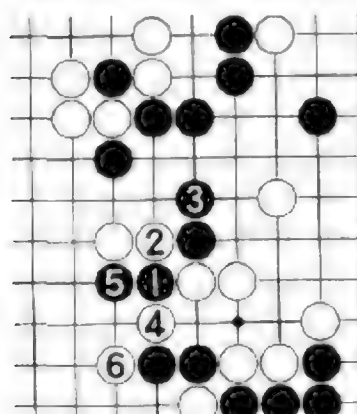
Black 33. Black has no choice. Black 1 in Dia. 4 is no good, as the ladder at 'a' does not work.

Black 41. Black 1 in Dia. 5 would be just what White wants, as he could then play 2 to 6.

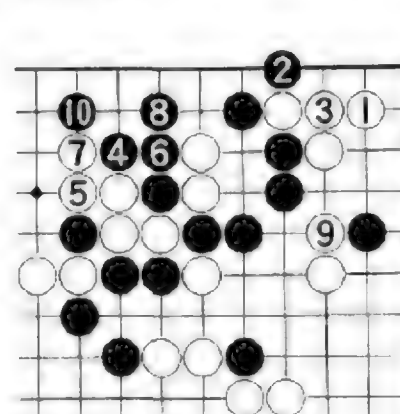
White 42. White does not want to let Black block off the centre. However, White 'a' instead would have been an interesting move, just to see how Black answers.

Black 45. Cutting with 1 and 3 in Dia. 6 is unreasonable, as White counterattacks with 4 and 6.

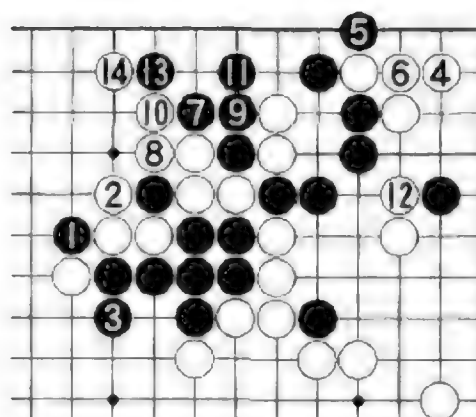
Black 51. Giving atari at 52 is usual, but there is a reason for 51. The presence of this stone prevents White from answering 53 at 1 in Dia. 7, as Black would counter with 2 etc.



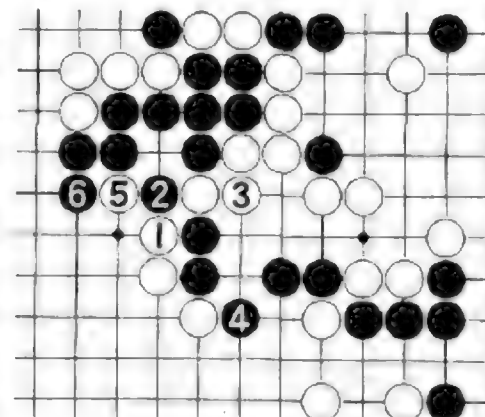
Dia. 6



Dia. 7



Dia. 8



Dia. 9

Figure 3 (54 - 87)

Black 59. Black has no choice but to set his heavy group in motion. However, the burden of looking after it makes the position just a little unsatisfactory for him.

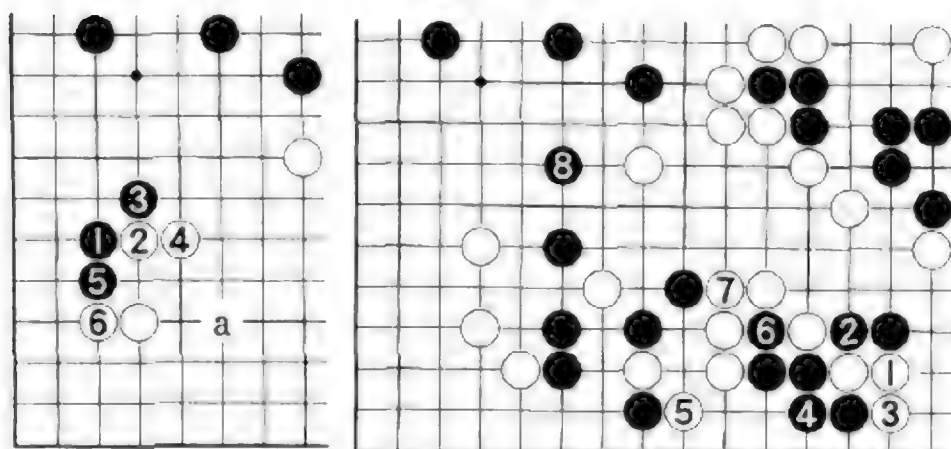
Black 61. It would be tempting, but not rewarding, to throw in a cut at 1 in Dia. 8. After the sequence to 13, White could block at 14 (in contrast to Dia. 7), thus getting a good result.

White 66 starts a fierce fight in the centre. Note that White must answer 69 at 70, as blocking at 1 in Dia. 9 is bad.

The fight goes well for White. With 80 and 82, he succeeds in reinforcing his centre position. Even when Black defends with 83 and 85, his position still seems somewhat weak, while White gets sente to play 86, a move which combines well with his centre position.

Black 87. One would normally make an approach move on the wider side, that is, at 1 in Dia. 10 (next page). The game would then become a competition in taking territory, but it seems unlikely that Black would be able to afford to give

the komi (incidentally, White 2 at 'a' in Dia. 10 would also be good enough). That is why Black invades at 87: he has to make a fight of it.



Dia. 10

Dia. 11

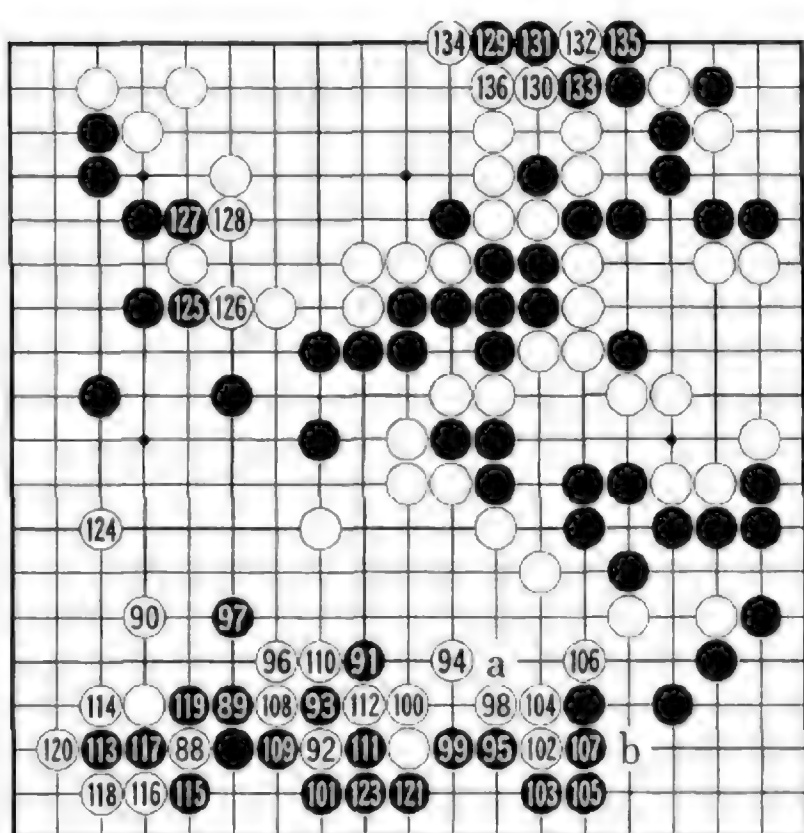


Figure 4 (88 – 136)
22: ko

Figure 4 (88 – 136)

White 94. If White goes for territory with 95, Black will attack at 'a', threatening the centre group.

White 104. White plays conservatively as he is ahead. Following Dia. 11 would also be possible.

Black 107. To prevent White 'b'.

White 108 etc. White walls off the centre in sente. When he switches to 124, he has a definite lead.

Figure 5 (137 – 200)

Black 37 is an interesting move. Black is able to destroy White's side territory in sente, thus getting the chance to play 49. However, when White plays 58, he maintains a slight lead.

Black 59 and 61 are big. When Black destroys

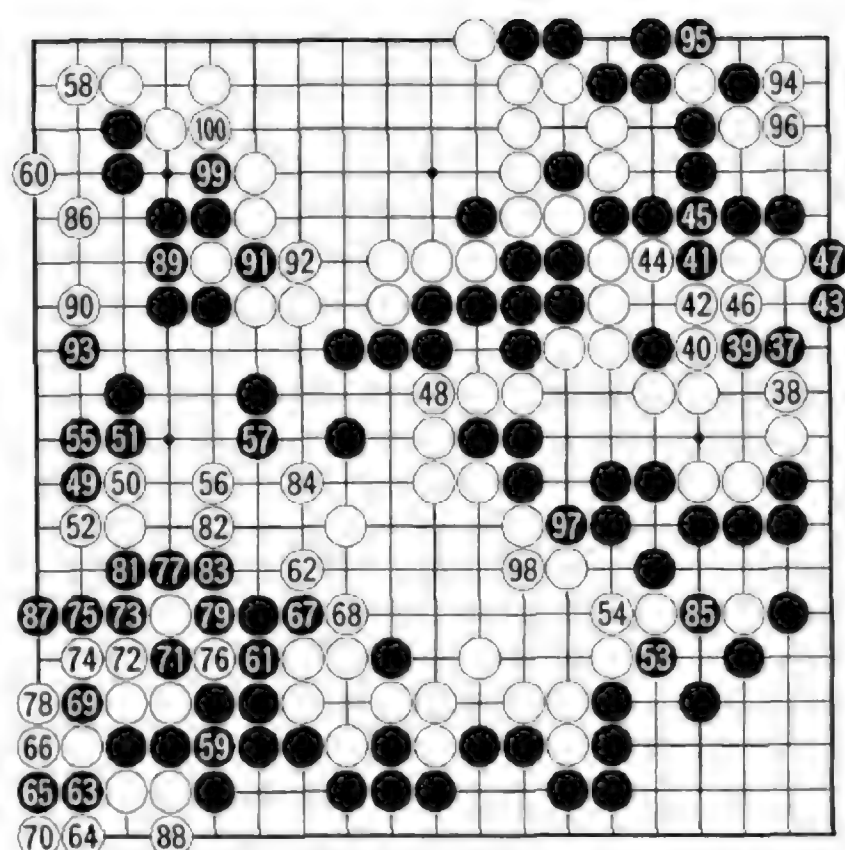


Figure 5 (137 – 200)
80: connects at 71

White's left side territory as well with 63 to 83, it looks for a moment as if he has caused an upset, but White 86 and 90 redress the balance.

This game was a masterpiece for Imamura, his best effort of the tournament.

White wins by 2½ points.

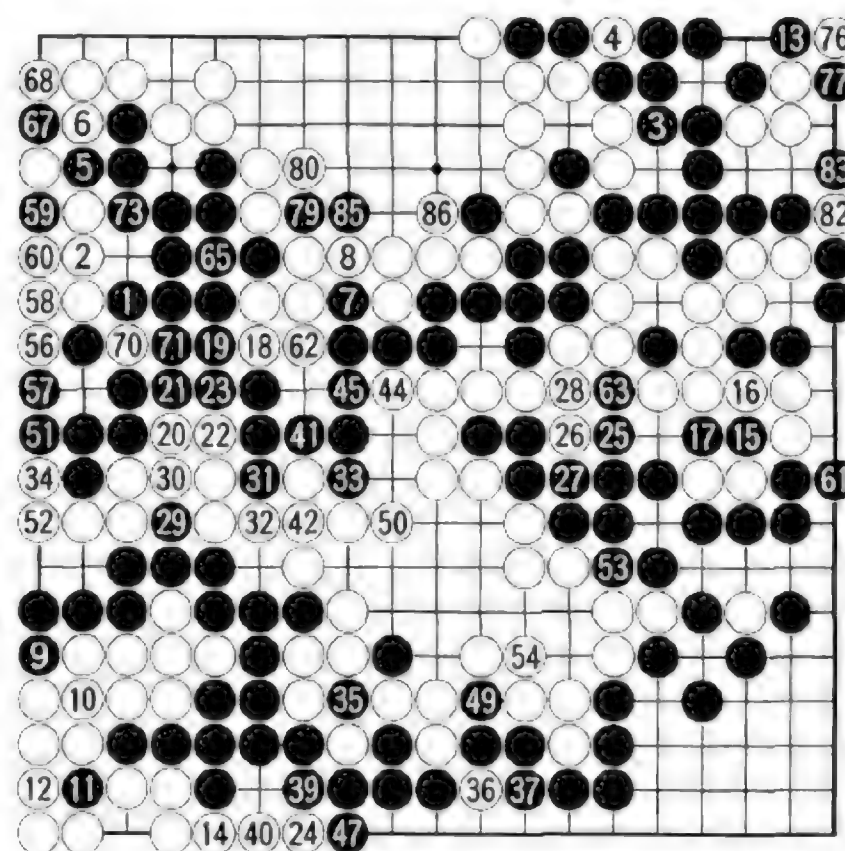


Figure 6 (201 – 287)
ko (at 35): 38, 43, 46; 48: connects (at 35); 55: left of 4; 64: atari (left of 4); ko (at 4): 66, 69, 72; 74: at 67; ko (left of 4): 75, 78, 81, 84, 87; Black wins and connects the ko.

棋聖戦

4th Kisei Tournament

Introduction

The Kisei tournament is the largest in scale and the most lucrative go tournament in Japan. It is sponsored by the Yomiuri newspaper, which founded the tournament five years ago. The Yomiuri used to sponsor the Meijin tournament, but when it declined to make a substantial raise in the prize-money, the Nihon Ki-in transferred Meijin sponsorship to the Yomiuri's main rival, the Asahi newspaper. These are the big two newspapers in Japan — both sell over six million copies daily and are engaged in a continual battle to top the other's circulation. The daily go column is considered one of the star attractions of a quality newspaper, both for its prestige value and as a weapon in the circulation battle, so when it lost the Meijin tournament, the Yomiuri responded with a law suit which came close to causing a civil war within go circles. Fortunately, an amicable settlement was reached in which the main party to gain was professional go. The Asahi retained its new acquisition and the Yomiuri created a completely new tournament, the Kisei, which the Nihon Ki-in recognised as the top professional title. By the time of the settlement, the opposing parties had bid each other up so far that the total prize-money for the Meijin tournament had more than doubled, while ironically the Yomiuri contracted to pay out more than triple the sum it had balked at paying for the Meijin title.

The major professional tournaments in Japan are all sponsored by newspapers. In return for a contracted fee, the newspaper receives exclusive publication rights to all the games played in the tournament it sponsors, though in practice publication elsewhere is permitted by the newspaper after it has published its own account. The newspaper account of a game is usually divided up into about eight daily instalments, but may extend to a dozen or more for the games from the title match. The go journalists writing for newspapers have evolved a distinctive style. They feel it incumbent upon them not only to give a professional commentary upon the game but also to report every minor detail about the game, starting with what colour suits the players wear and what they have for lunch and including every sigh and exclamation and muttered self-recrimination coming from the players during the course of the game. At its best, this kind of writing can succeed very well in bringing the game to life for the reader, but at times it can seem rather inconsequential. Fortunately or otherwise, we do not have space in 'Go World' for this kind of in-depth description.

A detailed look at the financial side of the 4th Kisei tournament may serve to give a concrete idea of how professional go operates. First of all, for the whole tournament the Yomiuri contracted to pay the Nihon Ki-in a total of 187 million yen, which at 250 yen to the dollar comes to over seven hundred thousand dollars. It is distributed by the Nihon Ki-in in the form of game fees (paid to a player for every game he plays) and prize-moneys as follows.

Stage One

1-dan: ¥40,000 game fee; ¥200,000 for winning the dan section	
2-dan: ¥45,000 fee; ¥300,000 prize	6-dan: ¥120,000 fee; ¥1,100,000 prize
3-dan: ¥50,000 fee; ¥400,000 prize	7-dan: ¥140,000 fee; ¥1,300,000 prize
4-dan: ¥55,000 fee; ¥500,000 prize	8-dan: ¥160,000 fee; ¥1,500,000 prize
5-dan: ¥110,000 fee; ¥1,000,000 prize	9-dan: ¥210,000 fee; ¥2,000,000 prize

In the 9-dan section, which is the biggest, with forty-six players, one has to win at least five, and perhaps six, games to win the section, so the game fees add up to nearly as much as the prize itself. The smallest sections are the 2-dan, with fifteen, and the 1-dan, with seventeen players.

Stage Two

1st prize: ¥2,000,000
2nd prize: ¥400,000
equal 3rd: ¥200,000

The game fees in this section range from ¥100,000 for 1-dan players to ¥300,000 for 9-dans.

Stage Three

Game Fees – Round 1: ¥500,000; Round 2: ¥600,000; Round 3: ¥700,000; Playoff: ¥2,200,000 each
Match fee for the title match: ¥6,000,000 for the title-holder, ¥4,000,000 for the challenger
1st prize: ¥20,000,000; 2nd prize: ¥4,000,000

The above details should give some idea of how complicated is the system of prize-money. The main feature is that a player receives a fee for every game he plays, regardless of the result, so the real incentive to win is gaining the right to play another game and so earn another game fee.

Enough of the financial side – let's take a look at some of the players who shared the spoils from the 4th Kisei tournament.

Stage One

Listed below are the winners of the individual dan sections. Other players listed also gain a place in the second stage of the tournament.

1-dan: James Kerwin
2-dan: Komatsu Fujio
3-dan: Kanda Ei
4-dan: Ishibashi Chinami
5-dan: Kobayashi Satoru

6-dan: Kaneshima Tadashi
7-dan: Sato Masaharu; 2nd: Awaji Shuzo
8-dan: Sakai Takeshi; 2nd: Kobayashi Koichi
9-dan: Rin Kaiho; 2nd: Ishii Kunio; 3rd: Yamabe Toshiro and Hashimoto Shoji

We have already looked at two of James Kerwin's games in the 1-dan section in GW12. Below are some other games of interest from this stage.

7-dan Final

White: Awaji Shuzo
Black: Sato Masaharu
komi: 5½; time: 6 hours each
date: 17th May, 1979

Figure 1 (1 – 45)

White 20 is not necessary. White should defend at 'a' on the right. If Black 'b', White can jump out at 'c' and aim at attacking at 'd' later on. Black 21, splitting White into two, gives Black the initiative.

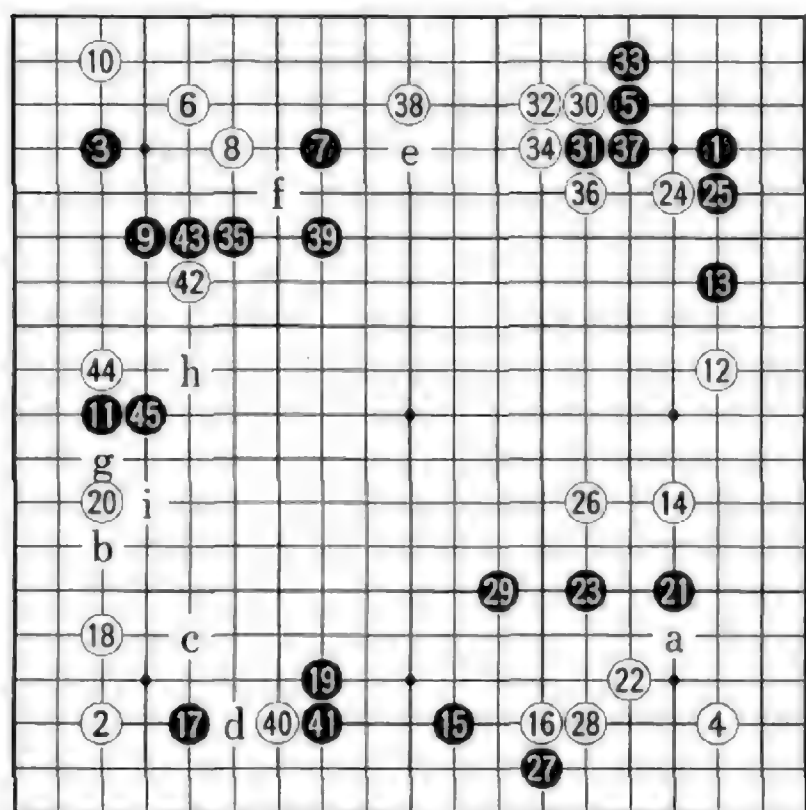


Figure 1 (1 – 45)

White 38. Fujisawa Shuko recommended the high move at 'e'. If White later peeps at 'f', 38 makes it possible for Black to counterattack by attaching at 'e'.

White 44 took Black by surprise and he did not make the best answer. Up to this point he had been leading, but now the initiative began to slip away from him. Instead of 45, Shuko advocated Black 'g'. If White 'h', Black can hane on top of 20 at 'i', while if White 'i', Black can hane on top of 44.



Sato Masaharu

Born 16th January, 1947 in Niigata. Disciple of Kitani Minoru. Shodan in 1964, 6-dan in 1974, 7-dan in 1978. Won the 6-dan section in the 1st and 2nd Kisei tournaments.

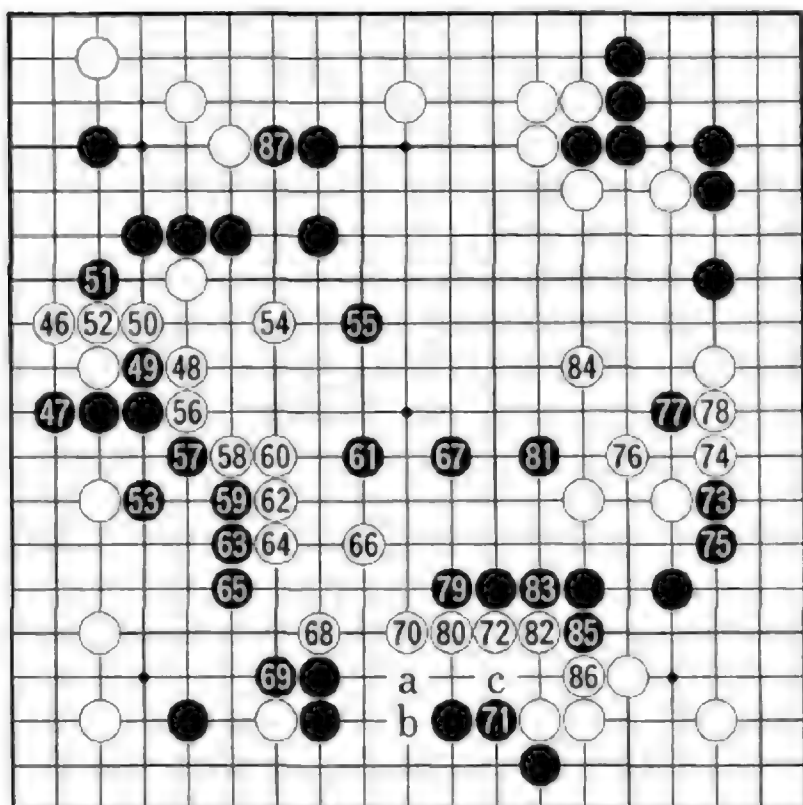


Figure 2 (46 - 87)

Figure 2 (46 - 87)

Black attacks with 55 and 61, but White easily slips through the centre. When he links up with his other groups with 72, the black attacking force begins to look over-extended.

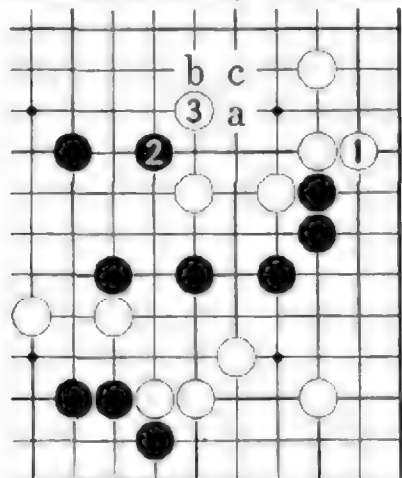
White 76 is timid, according to Shuko. It gives black a good peep at 77, which in turn sets up the severe move of 81, the vital point for attack and defence. Black regains the initiative, so instead of 76 -

Dia. 1. Shuko suggested playing at 1, attacking Black's eye-base. If next Black 2, White can counter with 3. This makes a difference in points equivalent to the komi. Awaji was worried that Black might attack at 'a', but White could counter with 3. If then Black 'b', White cuts at 'c', starting a fight.

Shuko also commented that White should play 'a', forcing Black 'b', before playing 76. In that case, White could answer Black 79 at 'c', making a nice bamboo-joint.

Figure 3 (88 - 120)

White 88 looks natural, but since he has fallen



Dia. 1



Awaji Shuzo

Born 13th August, 1949 in Tokyo. Disciple of Ito Tomoe. Graduated from the College of Law, Aoyama Gakuin university. Shodan in 1968, 7-dan in 1977. Won the top section of the 1975 oteai, the 21st Prime Minister's Cup in 1977 and the 9th New Stars tournament in 1978.

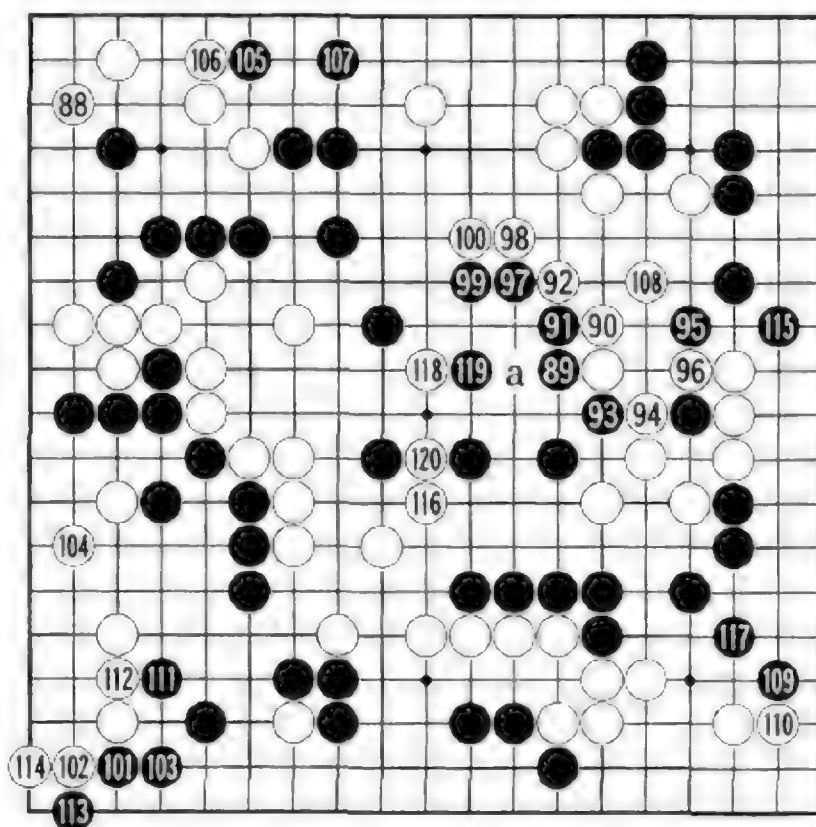


Figure 3 (88 - 120)

behind again, White does not have the time for such a leisurely move. Instead, he should have tried to start a fight by attacking in the centre with 'a'. This was the only way to make a game of it. When Black settles his centre group with 89 etc., and picks up some points in the centre into the bargain, all in sente, the game is over.

Black 101, 103. Also sente.

White 118. White's last fling, but not enough to cause an upset.

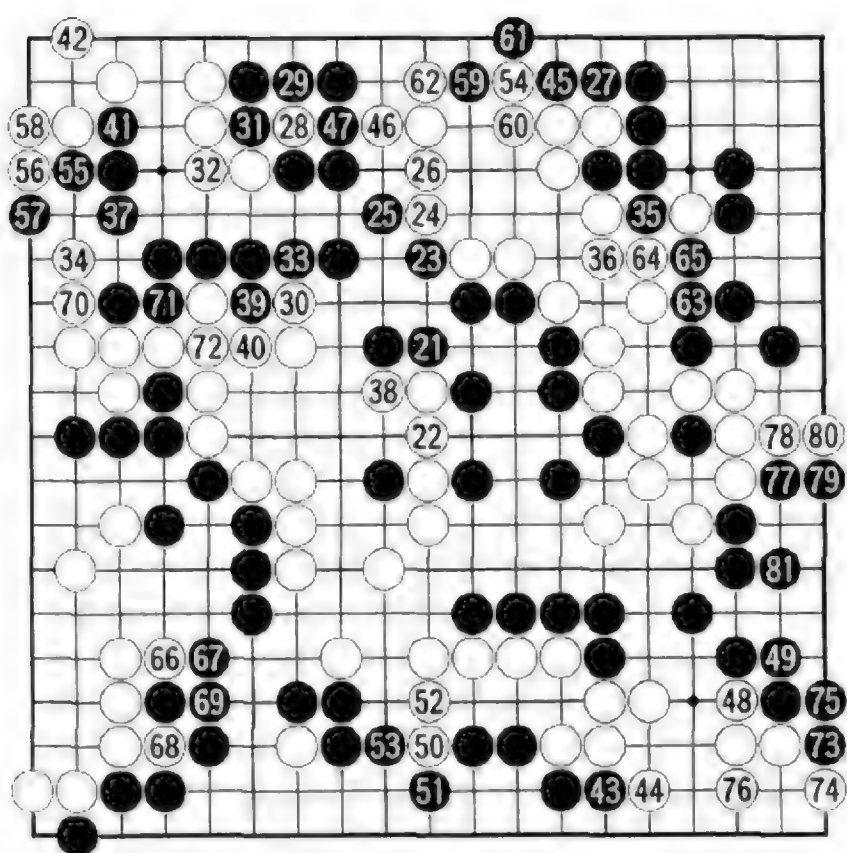


Figure 4 (121 - 181)

Figure 4 (121 - 181)

The game is already hopeless for White and the moves in this figure do not affect Black's lead. For the second year in a row Awaji had to be content with second place in the 7-dan final (the previous year he lost to Cho Chikun), while Sato created a record by scoring his third win in this stage of the Kisei tournament.

White resigns after Black 181.

8-dan Final

White: Sakai Takeshi

Black: Kobayashi Koichi

date: 14th June, 1979

Figure 1 (1 - 40)

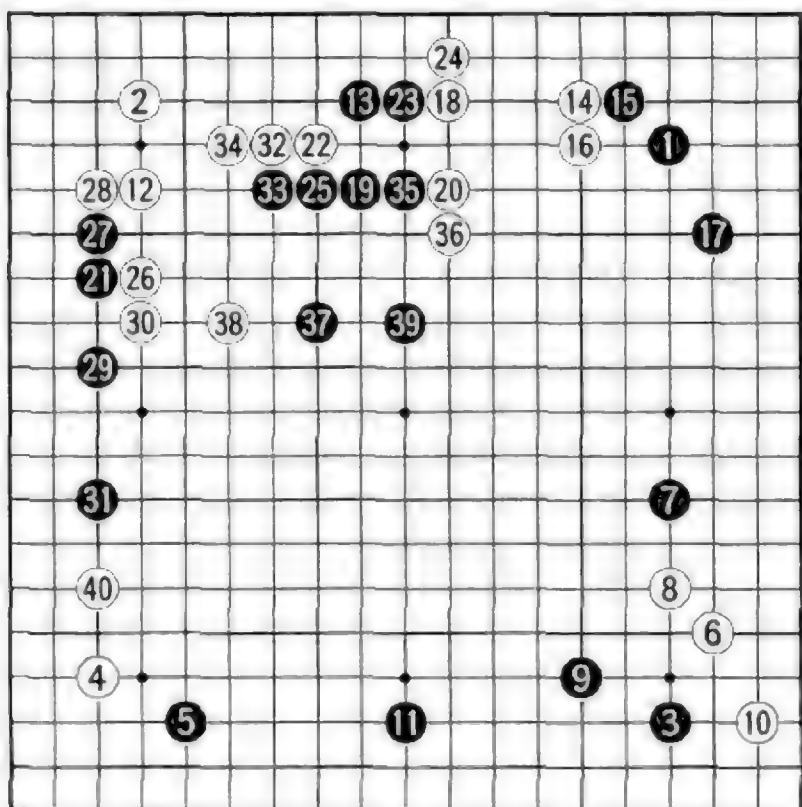


Figure 1 (1 - 40)



Sakai Takeshi

Born 2nd January, 1948 in Tokyo. Disciple of Nakaoka Jiro 7-dan. Shodan in 1964, 8-dan in 1978. Played in the 34th Honinbo league. Is a director of the Nihon Ki-in and was mainly responsible for the large-scale reform in the oteai system put into effect this spring. Has not won any tournaments, but is respected by other professionals for his analytical insight.

White 14. The invasion is natural when Black makes the wide extension to 13.

Figure 2 (41 - 50)

Black 43. If at 44, Black will play 43, using these two stones as a sacrifice to gain outside influence.

Black 49. Reinforcing against White 'a'.

White 50. A startling move, but Sakai is known for his originality. The ordinary move would be to peep at 'b', then if Black 50, continue the attack with White 'c'.

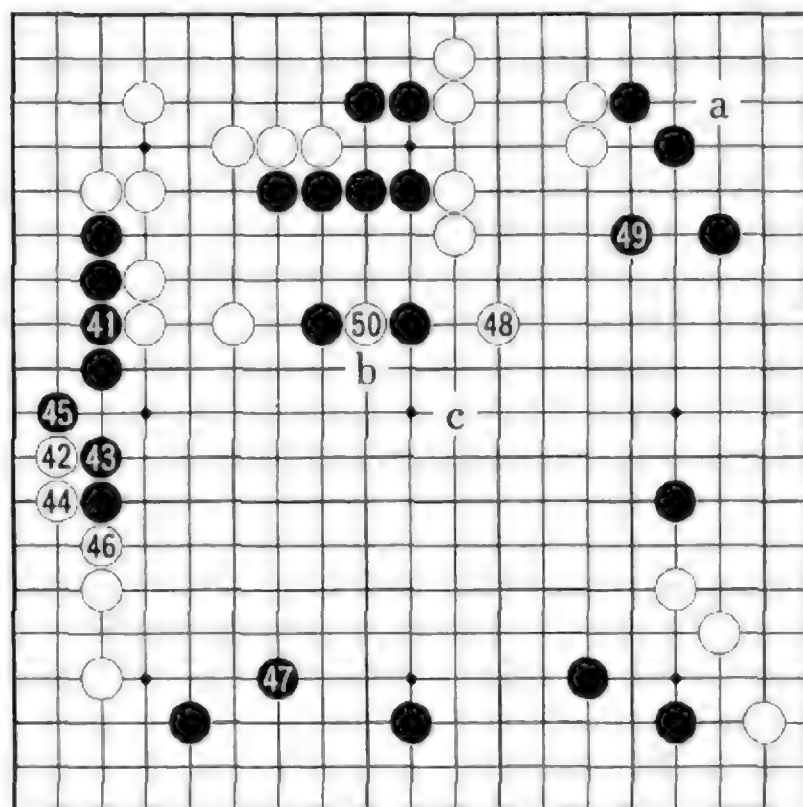


Figure 2 (41 - 50)

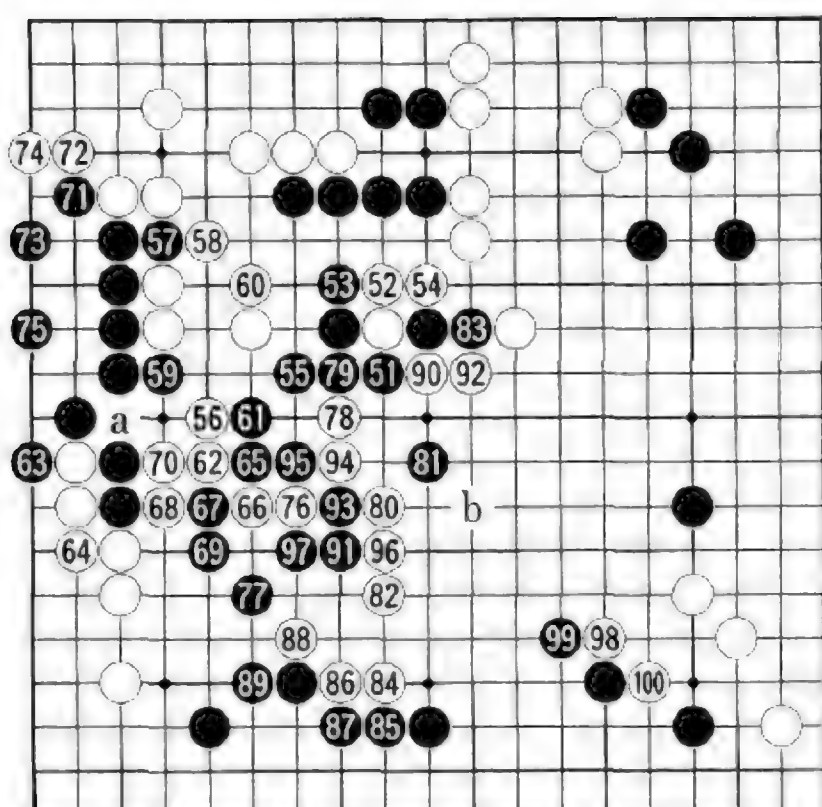


Figure 3 (51 - 100)

Figure 2 (51 - 100)

Black 63 is well-timed. After 75, capturing at 'a' is not sente for White. Since Black also gains thickness in the centre, the fight has gone well for him.

Black 83 is a severe move which aims at attacking both the white group above and the one in the centre. White responds with a do-or-die cut at 90, after first strengthening the centre group with 84 to 88. Since he is ahead, Black answers conservatively with 91, but meeting White's challenge with Black 92 would have been better.

The game becomes even when White captures two key black stones with 92, especially as Black ends in gote with 97. However, Sakai was misreading the position. Defending in the centre with White 'b' would have been adequate, but he thought that he was still behind, so he launched another attack with 98 and 100. Actually, Black welcomes this attack.

Figure 4 (101 - 150)

Black takes the eight centre stones with 1 and 3. As compensation White gets the corner, but he loses points in this exchange. Once again Black goes into the lead.

Black 9 is too greedy. Playing 17 instead would have made it harder for White to invade the side.

Black 17. If Black resists with 1 in Dia. 1, White lives easily. Note that if White plays 6 at 7, Black kills him by attaching at 'a'.

White 18. If at 43, Black will play 36 and attempt to kill White.



Kobayashi Koichi

Born 10th September, 1952 in Hokkaido. Disciple of Kitani. Shodan in 1967, 8-dan in 1977, 9-dan in 1979. Won the 2nd Tengen title in 1977, member of the 33rd to 35th Honinbo leagues and the 5th Meijin league. Has won half a dozen minor titles and also the 7-dan section in the 1st Kisei. Married Kitani Reiko 6-dan in 1974.

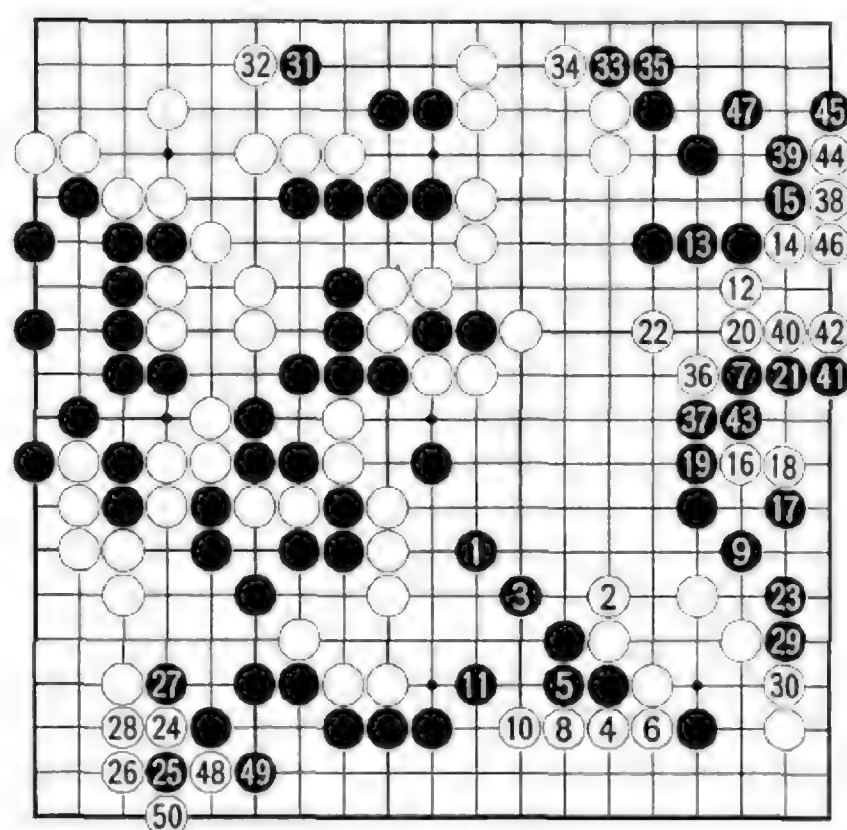
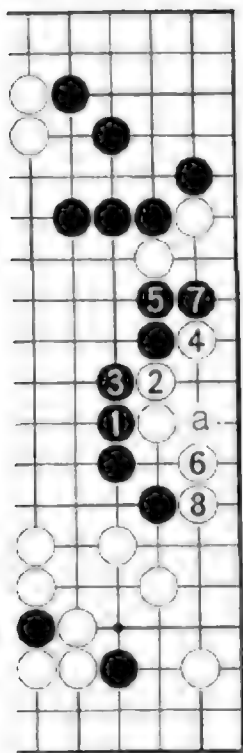


Figure 4 (101 - 150)

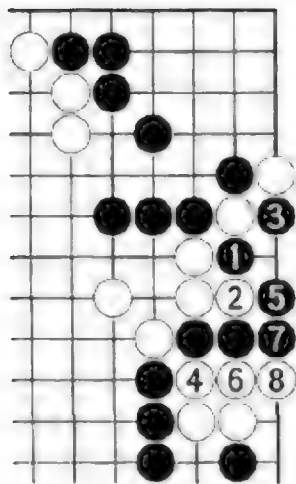
White 20. The only move. White succeeds in breaking up Black's side, which is all the more galling in that he has just invested two moves, 7 and 9, to secure it. White has usurped the lead again.

White 38 is a superb move. Black cannot play 1 in Dia. 2, as White counters with 2 and 4. Black cannot connect after White 8.

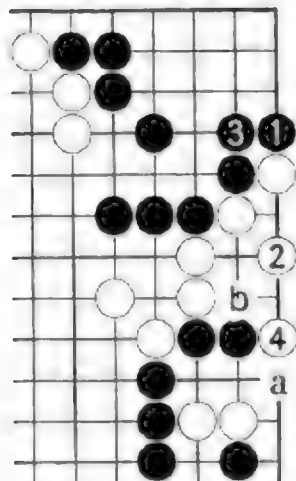
Dia. 3. Neither can Black block at 1 here. White counters with 2, then assuming Black cannot fight the ko and so connects at 3, White pulls out his two captured stones with 4. (If Black blocks at 'a', White 'b' sets up a ko.)



Dia. 1



Dia. 2



Dia. 3

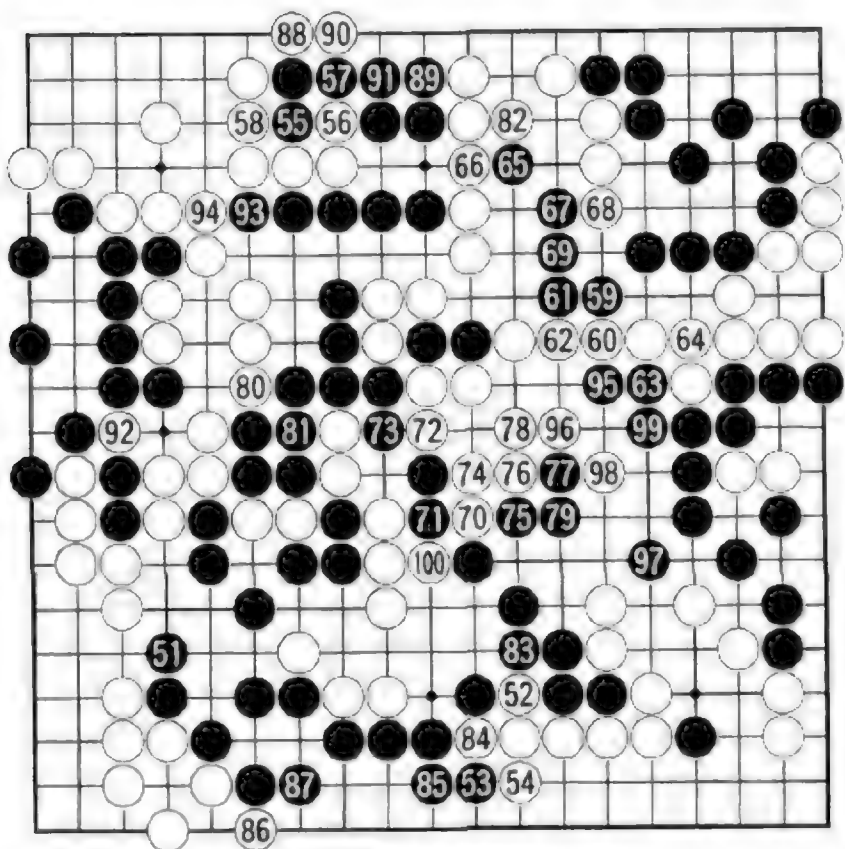


Figure 5 (151 - 200)

Figure 5 (151 - 200)

White 82. White 83 would be bigger.

Black 95. If at 97, White 99, Black 96 would follow and Black would win by half a point.

Figure 6 (201 - 243)

Sakai played more than half the game in byo-yomi (from White 118), but after quite a few anxious moments in this seesawing game, just managed to hold onto a precious half point lead.

White wins by ½ point.

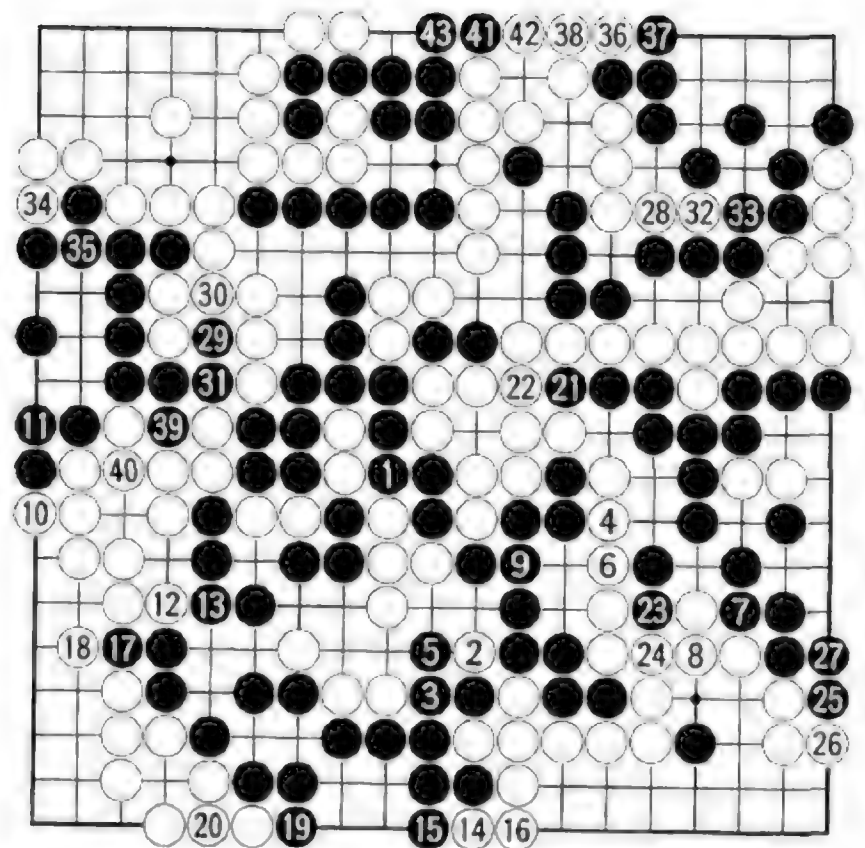


Figure 6 (201 - 243)

9-dan Final

White: Ishii Kunio

Black: Rin Kaiho

date: 19th July, 1979

The final of the 9-dan section was an all Nihon Ki-in affair, for the last Kansai Ki-in 9-dan, Hashimoto Shoji, was eliminated by Ishii Kunio in the semifinal. For the second year in a row, the Nihon Ki-in monopolised the dan championships.

Figure 1 (1 - 27)

Black 17. Answering at 'a' would be usual, in which case White 'b', Black 'c', White 'd', Black 'e' would probably follow.

White 18 is an interesting move, leading to an unusual pattern here.

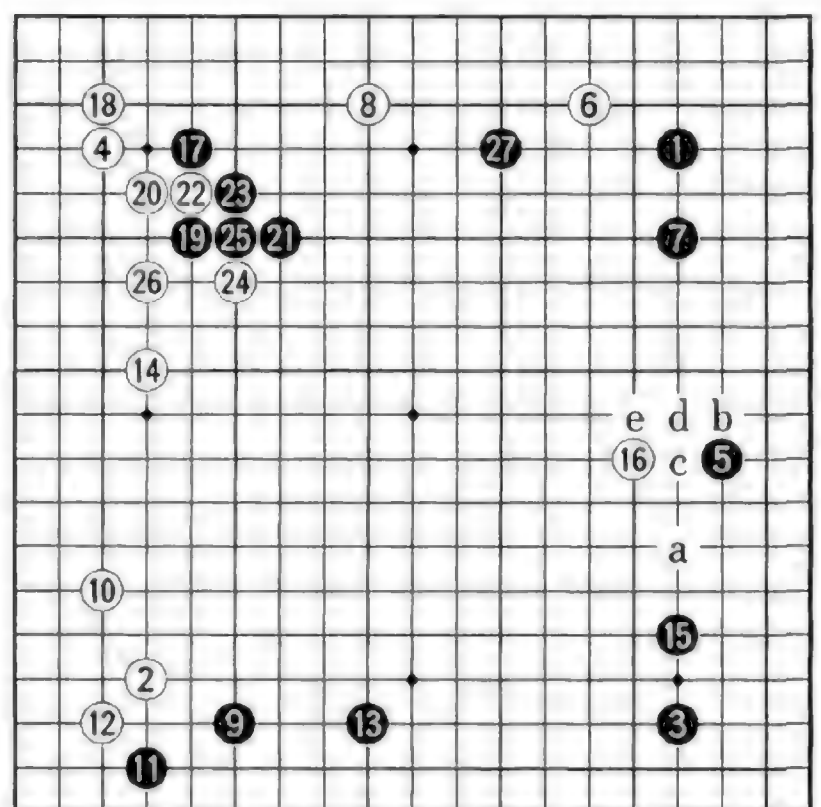


Figure 1 (1 - 27)

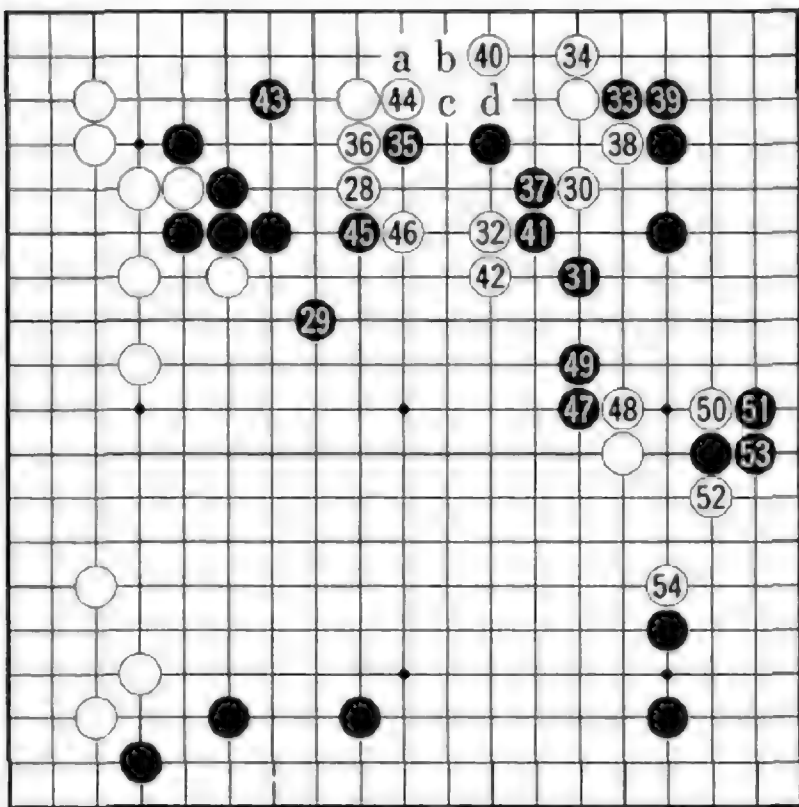
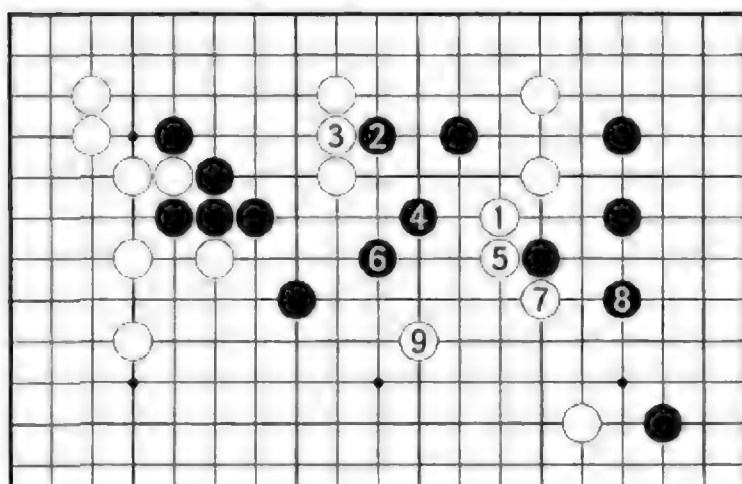


Figure 2 (28 - 54)

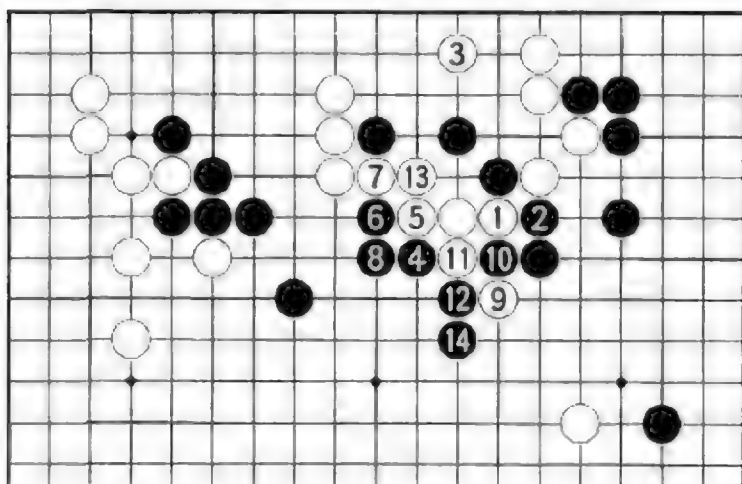


Dia. 1

Figure 2 (28 - 54)

White 32. White gets into considerable trouble after this move. Kato advocated following Dia. 1 instead.

Ishii thought for seventy-four minutes after Black 37, but he came up with the wrong answer. Permitting Black to split White into two with 41 is terrible, so whatever happens White must cut with 1 in Dia. 2. Kato gave the continuation to 14. Black gets thickness, but at least White does better than in the figure. Note that if Black plays 4 at 5, a fight starts with White 9.



Dia. 2



Rin Kaiho

Born 6th May, 1942 in Shanghai. Came to Japan in 1952. Shodan in 1955, 9-dan in 1967. Won the 21st Oza, 13th Judan, 4th, 5th, 6th, 8th, 10th, 11th and 12th Meijin titles (Yomiuri) and the 2nd Meijin title (Asahi) and the 23rd to 25th Honinbo titles. Won the 3rd, 10th and 11th Pro Best Ten.

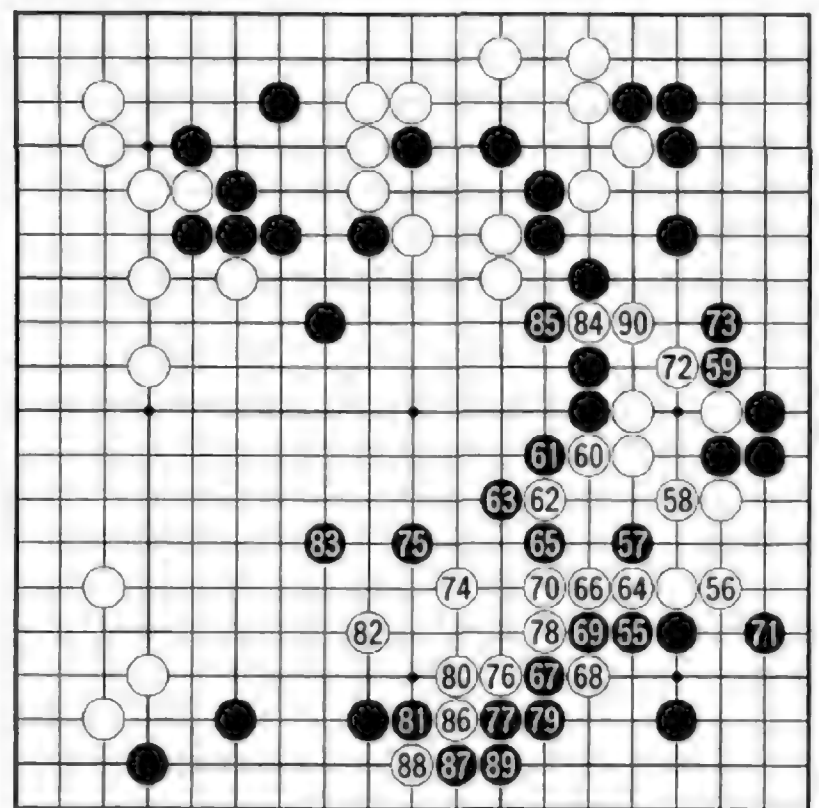


Figure 3 (55 - 90)

White 44. Necessary to prevent Black 'a', White 44, Black 'b', White 'c', Black 'd'.

Figure 2 (55 - 90)

White comes under severe pressure after Black's blow at the vital point with 57. Black builds up a commanding lead through attacking the weak white group. So long as it is unsettled, White cannot do anything at the bottom. With 75, Black also looks like getting territory in the centre.



Ishii Kunio

Member of the Kansai branch of the Nihon Ki-in. Born 2nd October, 1941 in Fukuoka. Disciple of the late Hosokawa Senjin 9-dan. Shodan in 1956, 9-dan in 1978. Played in the 29th and 30th Honinbo leagues and the 2nd Gosei league. A graduate of Kansei Gakuin University. Younger brother of Ishii Mamoru 8-dan.

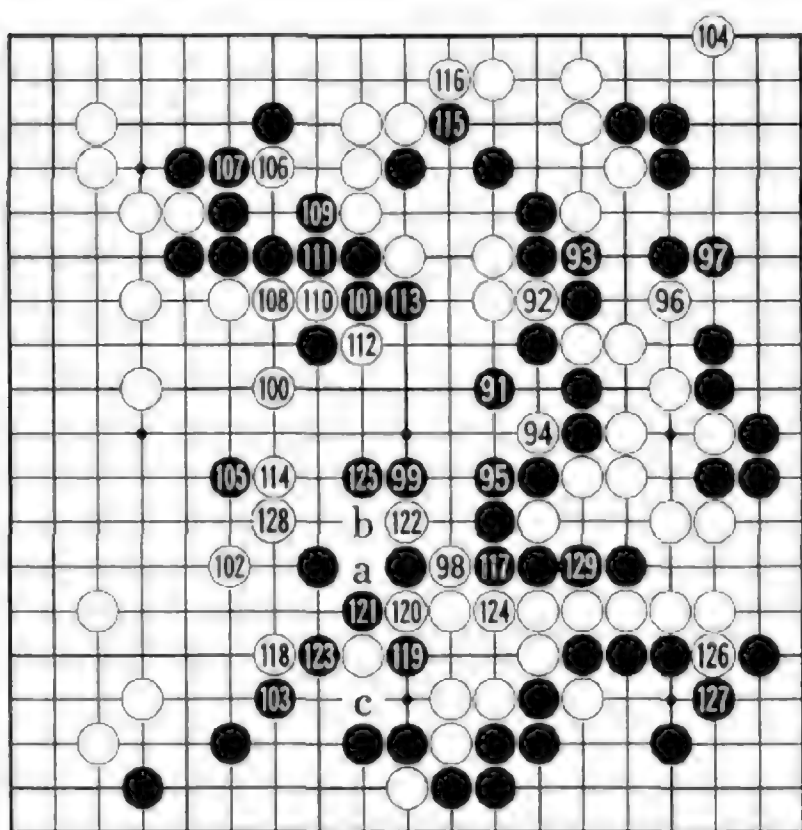


Figure 4 (91 – 129)

Figure 4 (91 – 129)

White 104. White should defend the left side with 128. Since Black can attack the large white group by connecting at 117, he can easily find a way of moving into White's left side territory.

White 128. White could live by capturing at 'a', followed by White 'b' after Black captures at 'c'. However, Black would then play 128 and break into the side, so the position is hopeless anyway.

White resigns after Black 129.

Stage Two

The second stage of the Kisei tournament is run by a complicated system in which the seven players from the 7-dan winner up gain places in the quarterfinals, while the other players play a kind of knockout series for the remaining quarter-final place. The 1-dan winner plays the 2-dan winner, the winner of that game plays the 3-dan winner, the winner of that game the 4-dan winner and so on. The 1-dan winner would thus have to win six games to get into the quarterfinals.

The results were as follows:

Kerwin 1-dan lost to Komatsu 2-dan, who lost to Kanda 3-dan, who lost to Ishibashi 4-dan, who lost to Kobayashi Satoru (by then 6-dan), who beat Kaneshima 6-dan and Awaji 7-dan.

Quarterfinals. Rin beat Kobayashi Koichi, Sato b. Yamabe, Hashimoto Shoji b. Sakai, Ishii b. Kobayashi Satoru

Semifinals. Rin b. Sato, Hashimoto b. Ishii

Final. Hashimoto b. Rin

Kerwin v. Komatsu

White: Komatsu Fujio 2-dan

Black: James Kerwin 1-dan

date: 7th May, 1979

This game is worthy of note as the first game by a westerner in the second stage of the Kisei tournament, but it is not one of James Kerwin's better games. He played too negatively in the fuseki and thus completely surrendered the initiative to his opponent.

Figure 1 (1 – 20)

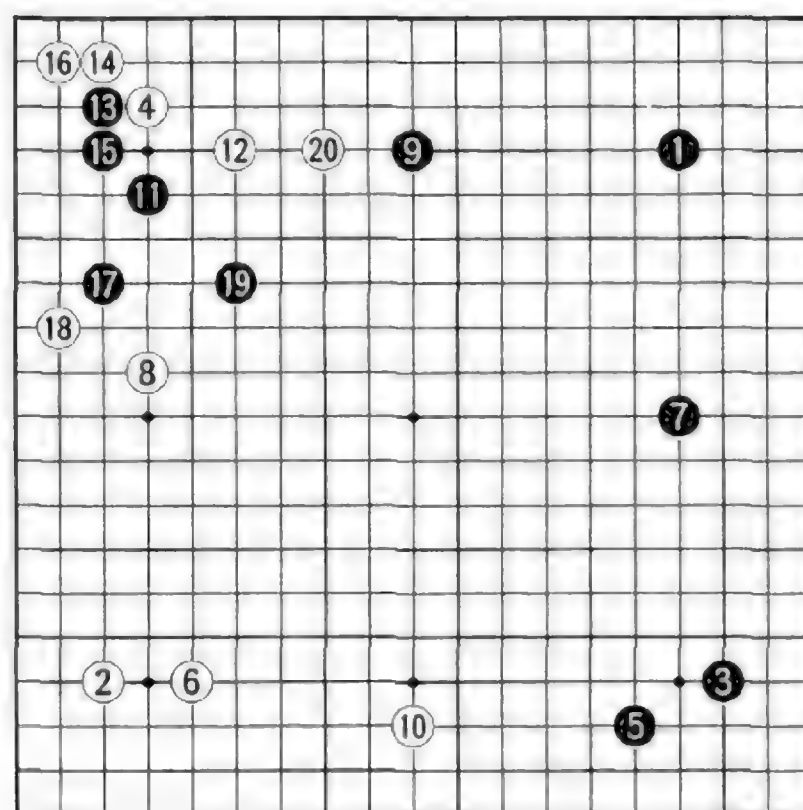


Figure 1 (1 – 20)

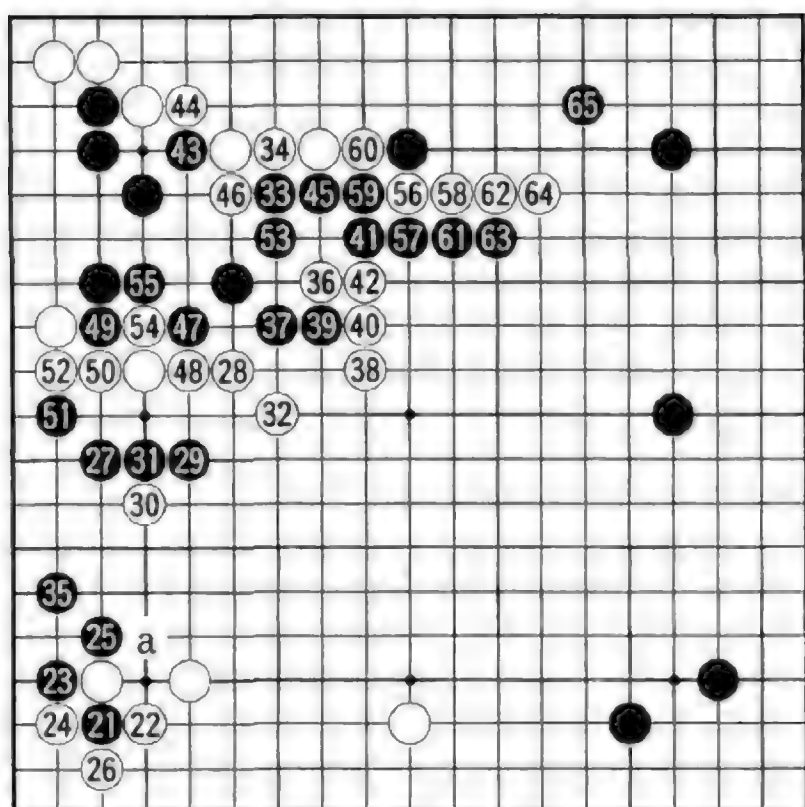
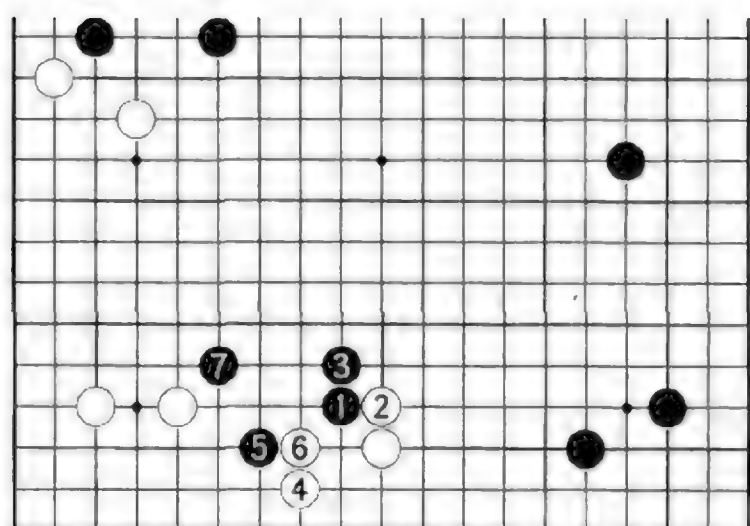


Figure 2 (21 - 65)



Dia. 1

Figure 2 (21 - 65)

Black 21 is an impatient move. The sequence to 26 is premature as it strengthens White's wide position at the bottom. Kobayashi Koichi recommended following Dia. 1 instead of 21. The idea of this light erasing sequence is to limit White's moyo without creating a weak group. Kerwin suggested that capping at Black 28 would also be preferable to 21 (White would answer at 29).

Black 35 is the losing move. Black comes under severe pressure when White caps at 36, so he must play there himself to prevent it. In any case, Black 35 is too timid; the natural continuation in this area is Black 'a'.

The rest of the game does not need much comment. White keeps Black on the defensive and does not give him a chance to get back into the game.

Figure 3 (66 - 110)

Figure 4 (111 - 160)

Black resigns after White 160.



Komatsu Fujio

Born 14th June, 1959 in Saitama. Disciple of Nakaoka 7-dan. Shodan 1978, 3-dan 1979. Won Section Two of 1978 oteai.

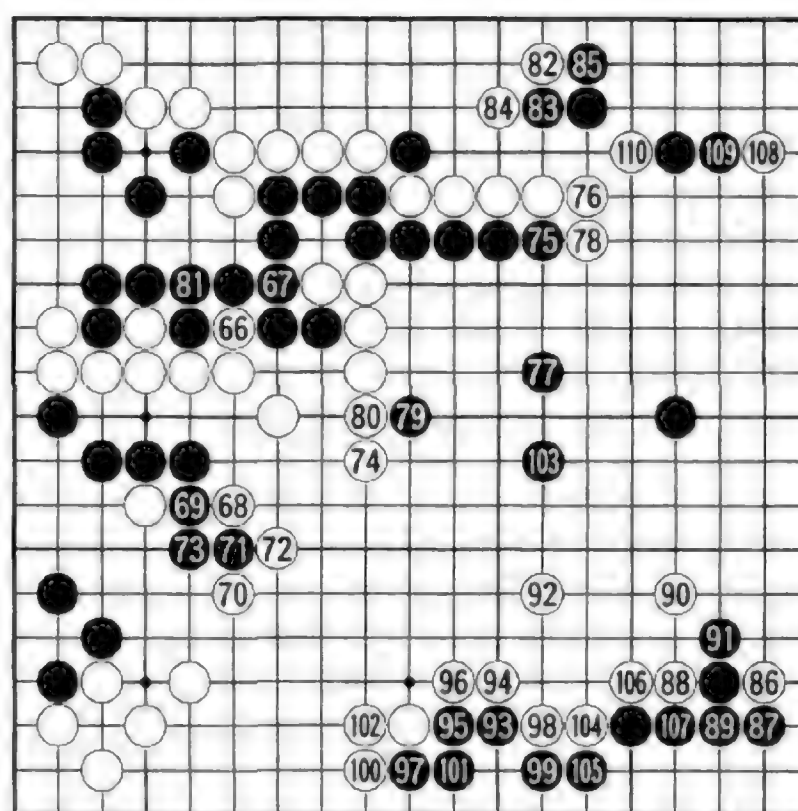


Figure 3 (66 - 110)



James Kerwin

Born 1st November, 1946 in Chicago. Studied mathematics at Carleton College. Learnt go at the age of 17 and came to Japan in 1974 to become an insei. Became shodan in 1978. Disciple of Iwamoto Kaoru.

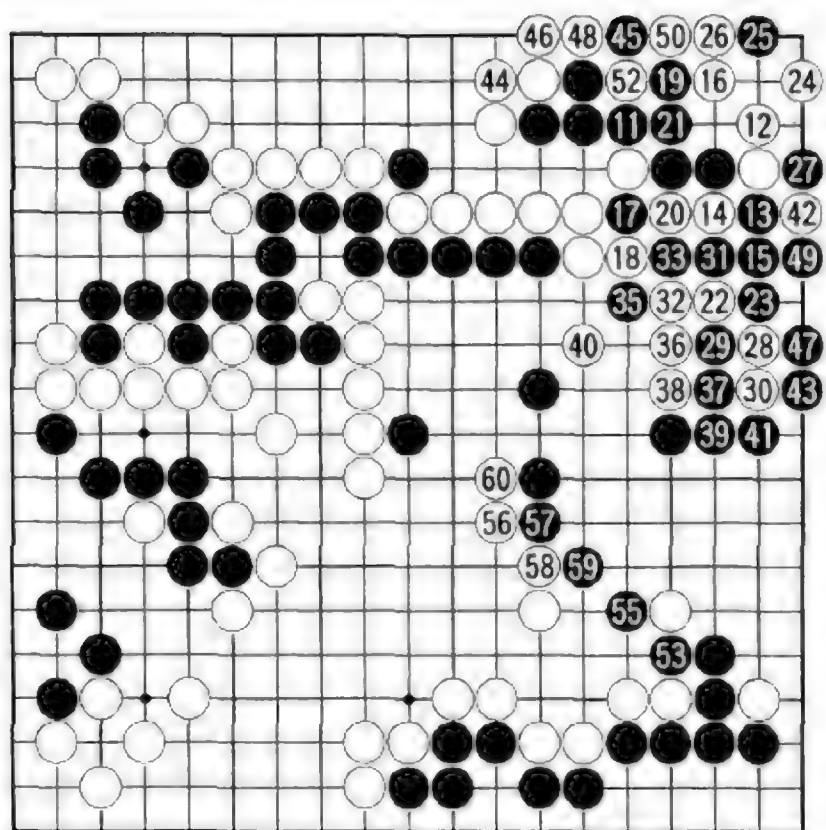


Figure 4 (111 - 160)
34: at 17; 51: at 42; 54: at 45

Semifinal: Rin v. Sato

This was Sato's first game ever against Rin. He played very positively, challenging Rin early in the fuseki. Presumably he reasoned that against a solid player like Rin it was better to start a fight early than to get into the long, drawn-out kind of game that is Rin's forte. As he found out, however, Rin can also fight when he has to.

White: Sato Masaharu 7-dan

Black: Rin Kaiho 9-dan

date: 30th August, 1979

Figure 1 (1 - 35)

White 14 is unusual - the joseki calls for White

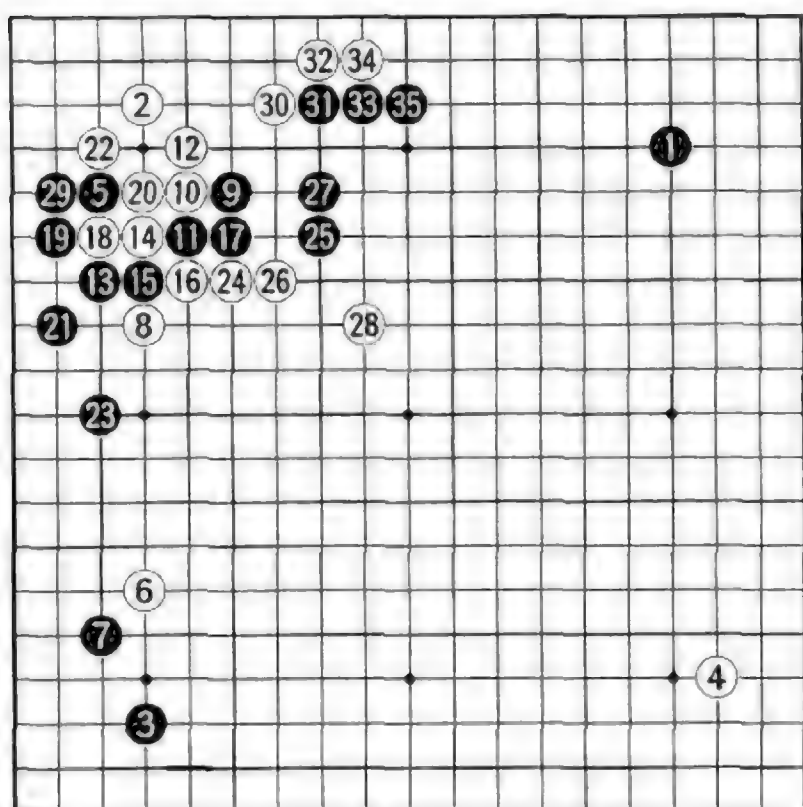


Figure 1 (1 - 35)

to cut at 17. There is another example of this move in 'Dictionary of Basic Joseki', Vol. 1, p. 156.

Black 29 is a typically-solid Rin move. It does more than just take points, for it forces White to defend at 30, thus letting Black reinforce his centre stones naturally with 31 to 35.

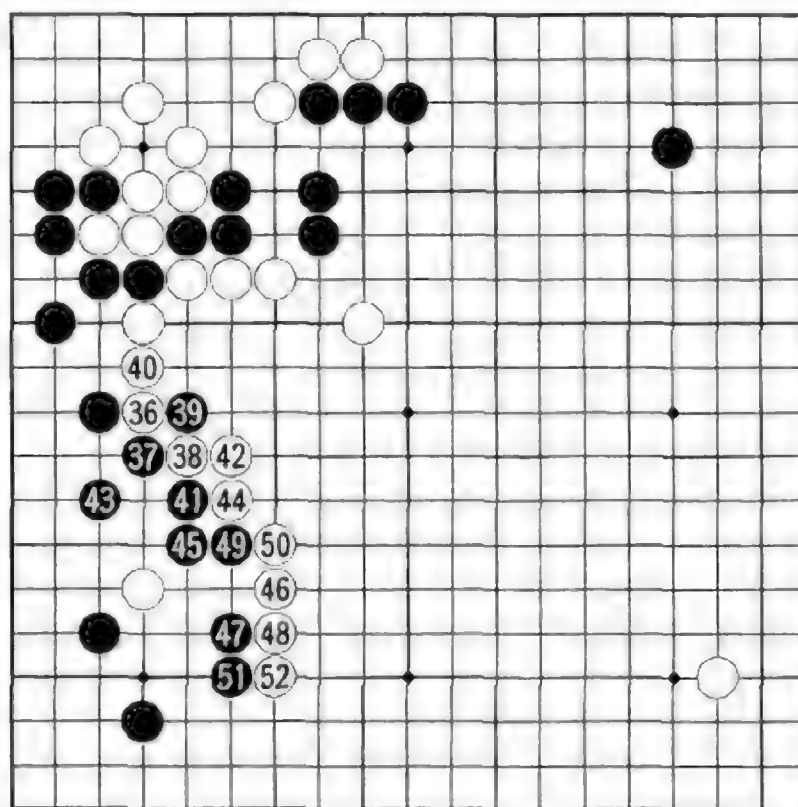


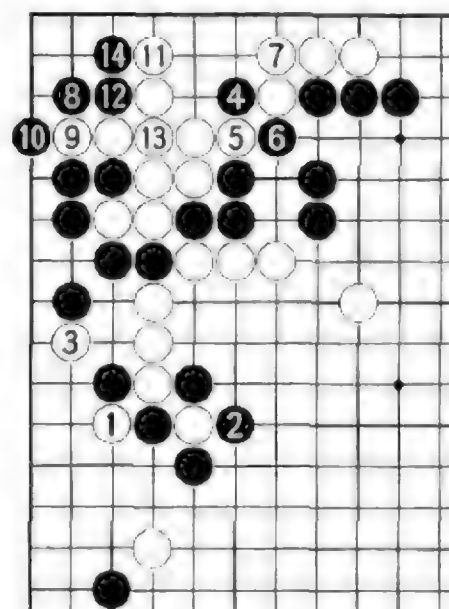
Figure 2 (36 - 52)

Figure 2 (36 - 52)

White 36 is an attempt to make some use of the stone below (6 in Figure 1).

White 42. White has no choice. If he counter-attacks with 1 in Dia. 1, Black not only gets a ponnuki but also lives easily at the top.

Up to 52 White gets tremendous thickness in the centre, but Black gets a secure territory of forty points on the left side. Kudo 9-dan commented that White's strategy seems to have been unreasonable.



Dia. 1

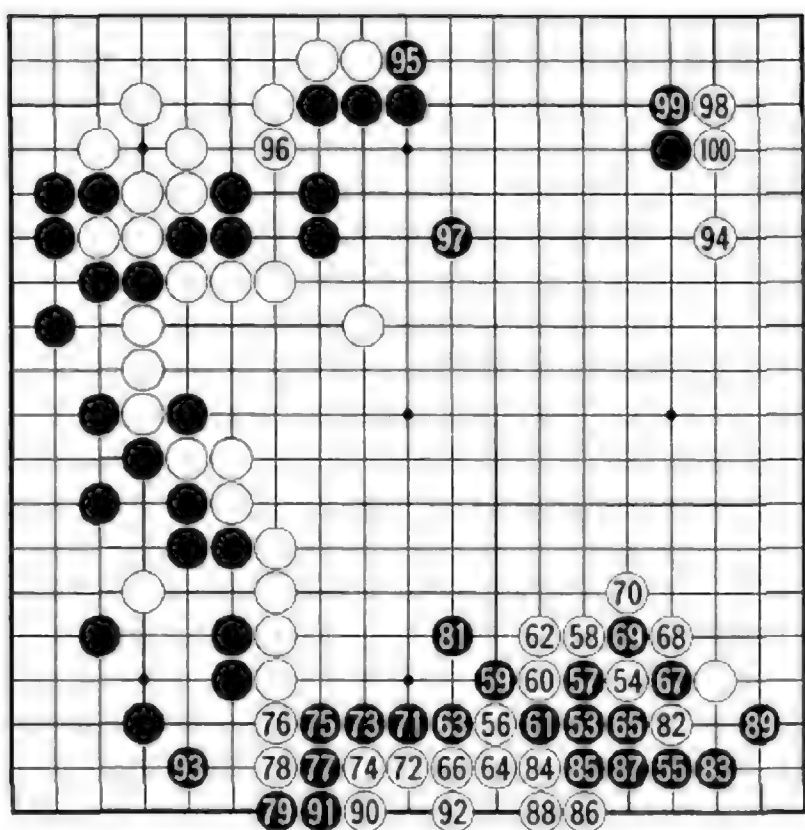


Figure 3 (53 - 100)

80: ko

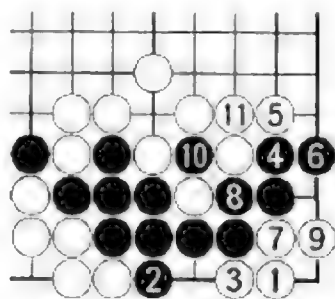
Figure 3 (53 - 100)

Black 53 is the only move. If Black played at 65, a pincer by White at 60 would work perfectly with his wall on the left.

Black 65. The move about which Rin thought the longest in this game. If Black plays the ordinary move of 66, White will push down at 65, sacrificing two stones in exchange for the corner. Rin did not like this result as his group would still not have been definitely alive even after capturing the two white stones.

The result to 93 is good for Black, but it is not quite the huge success it appears, as there is a ko left in the bottom right corner.

Dia. 2. White can get a ko with 1 etc., but he has to be very careful about starting this ko, as he suffers a considerable loss of points if he loses it.



Dia. 2

Figure 4 (101 - 138)

Black 25 is an example of Rin's good positional judgement. If Black were behind, he would invade the right side, which would not be very difficult. However, 25 is good enough to win.

White 38. White is alive: Black cannot attempt to kill him because of his shortage of liberties.

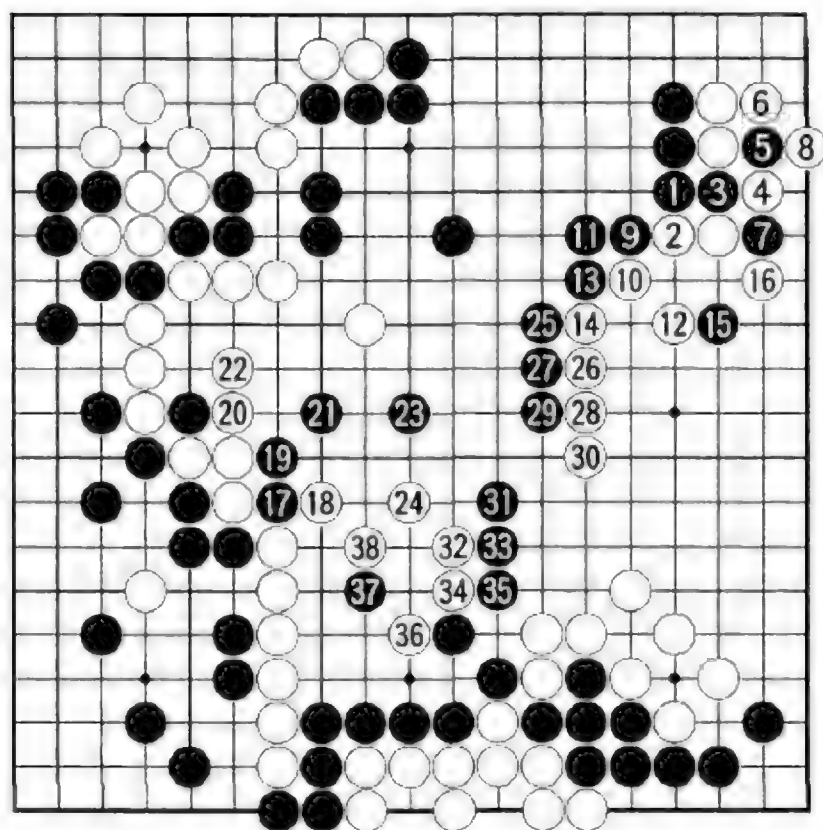
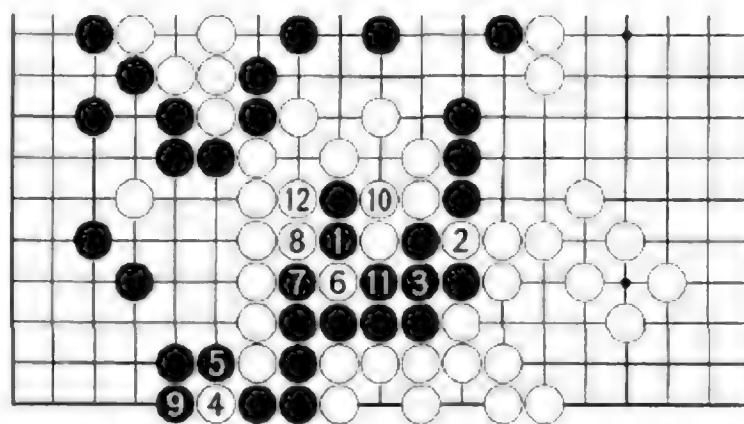


Figure 4 (101 - 138)

Dia. 3. If Black attempts to kill White with 1, White counters with 2 to 12 and Black is unable to connect his two stones.



Dia. 3

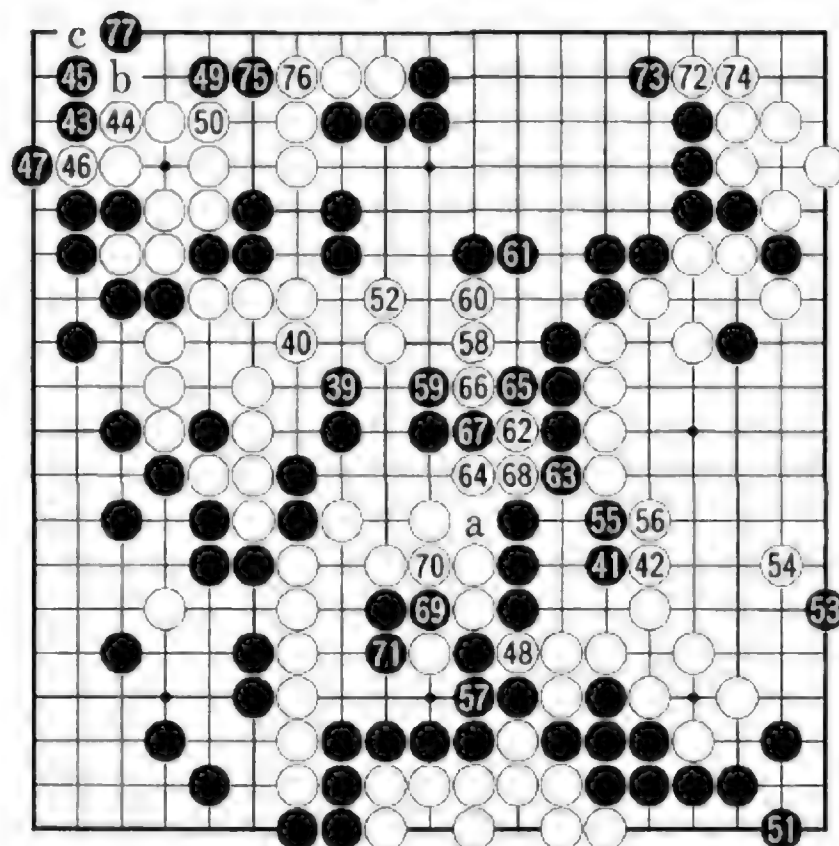
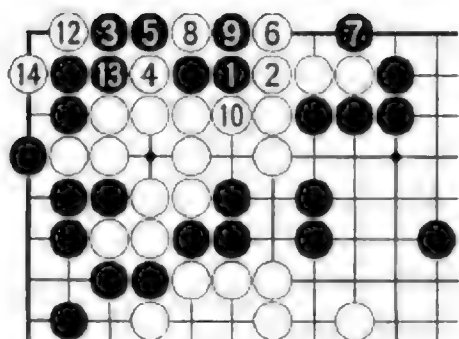


Figure 5 (139 - 177)

Figure 5 (139 - 177)

After White 50, Black could put the corner into



Dia. 4 11: connects

ko with the sequence in Dia. 4, but Rin decided that it was not necessary, as securing his own group with 51 was enough to win.

Black 61 is a mistake. Black should first force at 'a' in order to defend against White 62. White captures the centre stones with 62.

White 72. White should play at 'b' (if Black 'c', then White 75). However, Sato had not noticed the sequence in Dia. 4. Apparently, however, he would not have won even if he had protected his corner, though his losing margin would have been very small. Rin had got so far ahead earlier in the game that his slip with 61 was not enough to upset his lead.

White resigns after Black 177.

2nd Stage Final

White: Hashimoto Shoji 9-dan

Black: Rin Kaiho 9-dan

date: 13th September, 1979

Figure 1 (1 – 44)

Hashimoto Shoji is taking a lot of trouble over his fuseki. This can be seen right at the start in White 6 and especially in the follow-up at 22. The usual move for the latter would be White 'a' or 'b'.

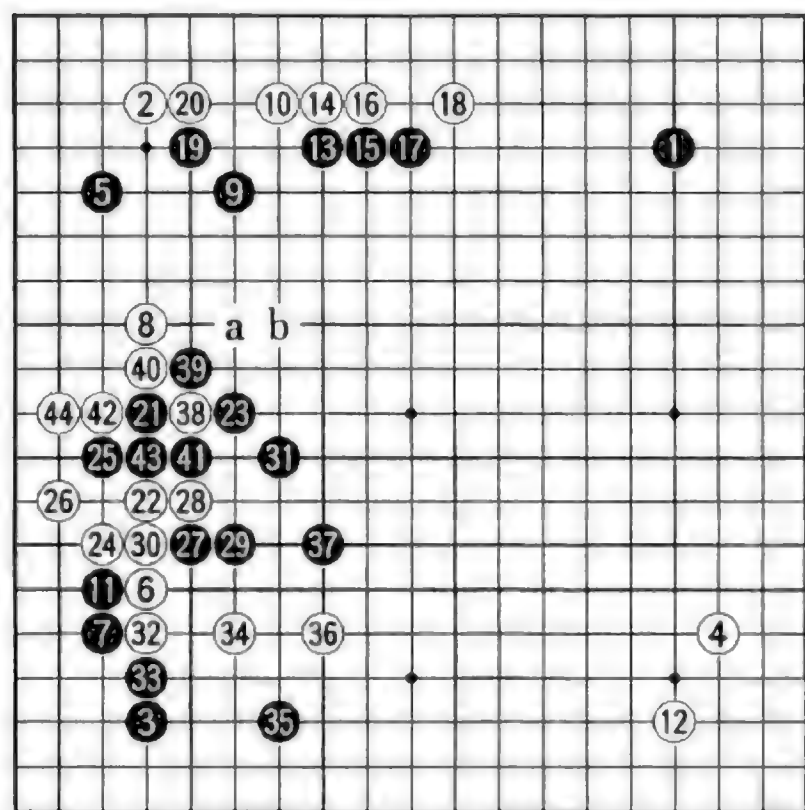
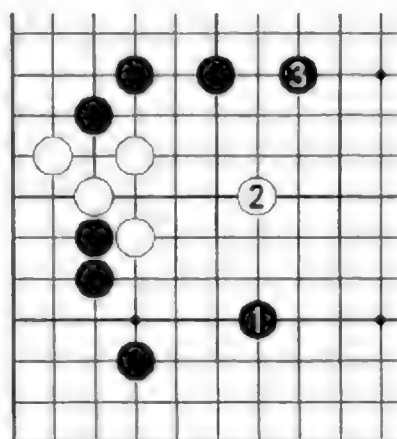


Figure 1 (1 – 44)

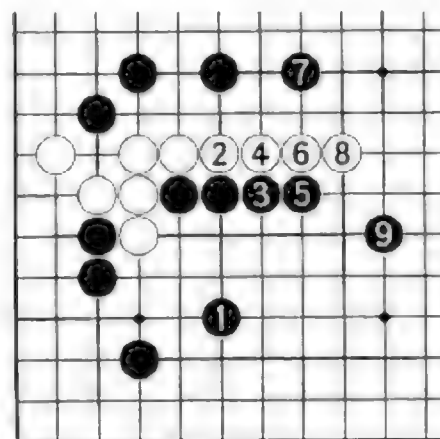


Hashimoto Shoji

Born 18th September, 1935 in Hyogo prefecture. Became shodan in 1947, 9-dan in 1958. Won the 7th Oza, 12th Judan, 14th and 27th NHK Cups and the 7th Haya-go Championship.



Dia. 1

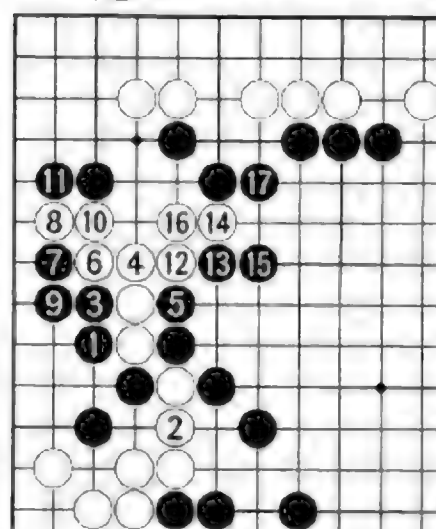


Dia. 2

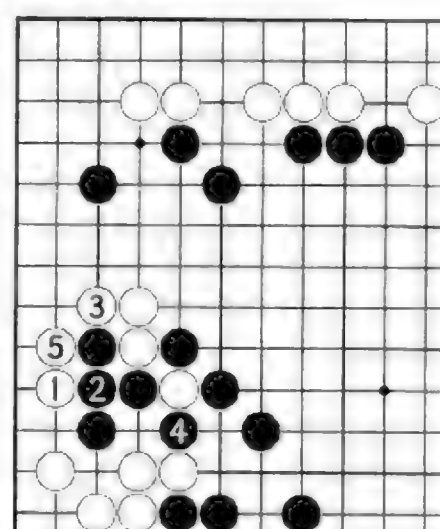
Black 27. This peep is natural but leads to a fight. Black could also play more peacefully with 1 and 3 in Dia. 1.

Black 31. Black could also follow Dia. 2.

White 40 and 42 look like a clever way to settle the white group, but actually there is a blindspot here. This game was played at the Kansai Ki-in and a number of top professionals were following the game, but, beginning with the players themselves, not one questioned the sequence to 44. However, a strong amateur player present suggested the hane at 1 in Dia. 3. The conclusion after the game was that the hane works.



Dia. 3



Dia. 4

Dia. 3. Rin discovered the fierce move of 5. In the result to 17, White collapses. Therefore, instead of 2 –

Dia. 4. (previous page). White has to connect underneath with 1 to 5, but this result is inferior to that in the game, as White is much worse off for eye-shape. It's interesting that all the professionals concerned did not even consider 1 in *Dia. 3* as at first sight it seems to be bad style.

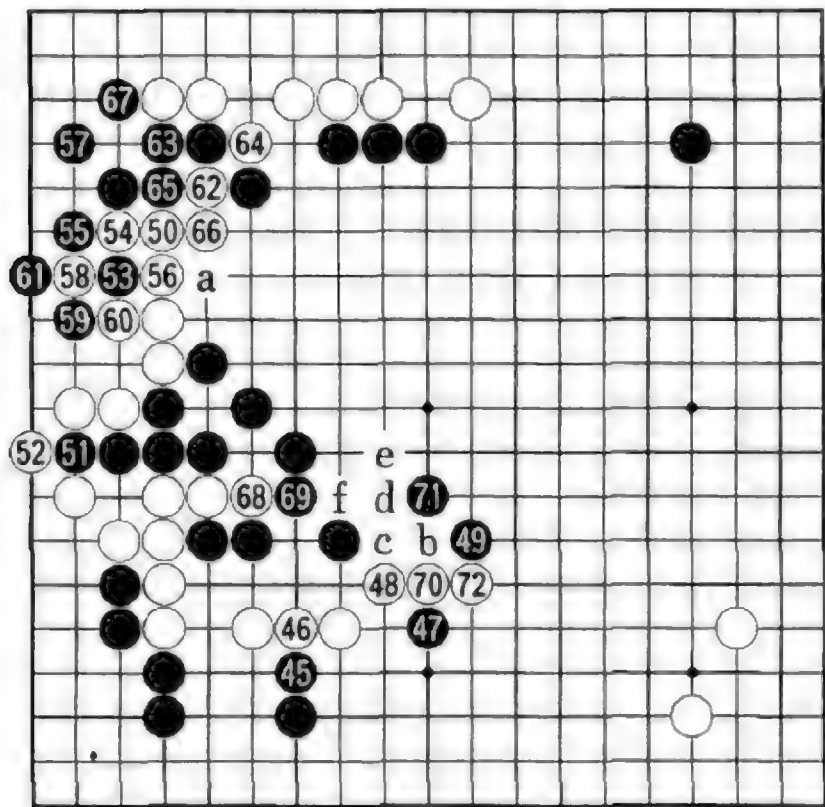


Figure 2 (45 – 72)

Figure 2 (45 – 72)

White 50. White could play 53, but he does not want to let Black press at 'a'.

Black 71. If at 72, then White jumps out to 71. Black has to cut at 'b', but after White 'c', Black 'd', White 'e', Black 'f' makes bad shape

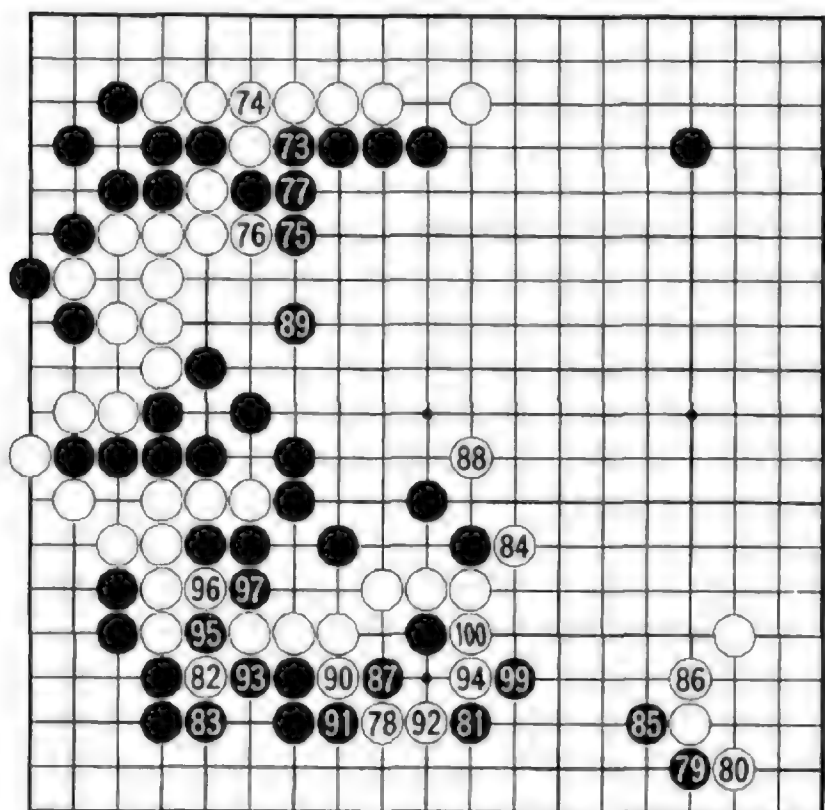
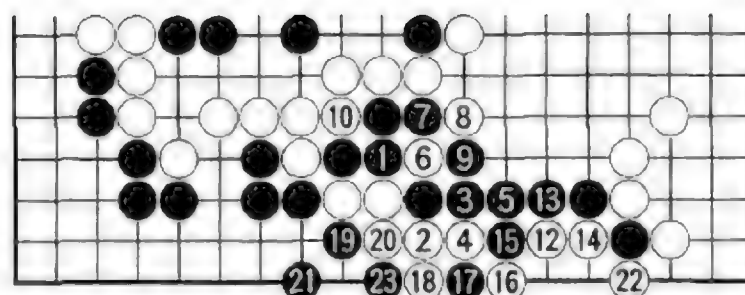


Figure 3 (73 – 100)
98: ko



Dia. 5

with an empty triangle.

Figure 3 (73 – 100)

Black 89. Black 92 is more urgent.

Black 93. If at 1 in *Dia. 5*, the continuation to 23 is forced. This ko is troublesome for Black, so he prefers to play the ko with 93 and 95. He can use the ko to live at the bottom with 105 etc. in the next figure.

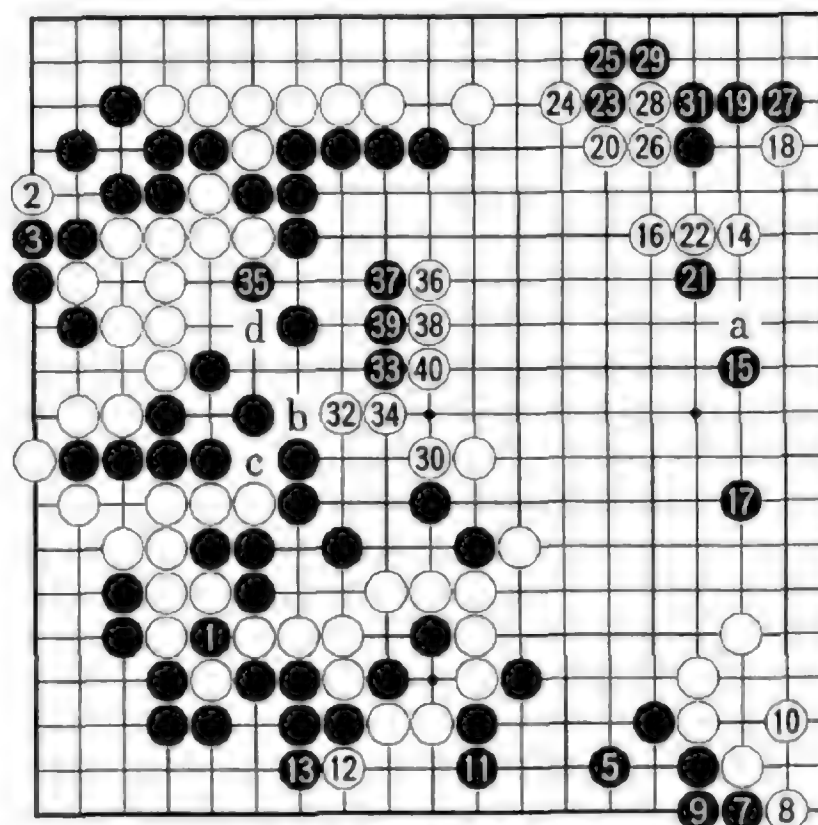


Figure 4 (101 – 140)
4: ko; 6: connects

Figure 4 (101 – 140)

White 14. If he were ahead, White would play at 'a', but since the position is dead even, he has to be more aggressive.

Black 35. If at 40, White cuts with White 'b', Black 'c', White 'd'.

Figure 5 (141 – 184)

Black 41. Rin commented that 42 would have been better.

Black 63. If Black connects at 1 in *Dia. 6*, White kills him with the sequence to 10.

Black 65 is the losing move; Black should secure two eyes for his centre group by defending at 80. Black 65 is meant as a forcing move, as it threatens to start a ko with Black 71, White 72, Black 'a'. However, White seizes the opportunity

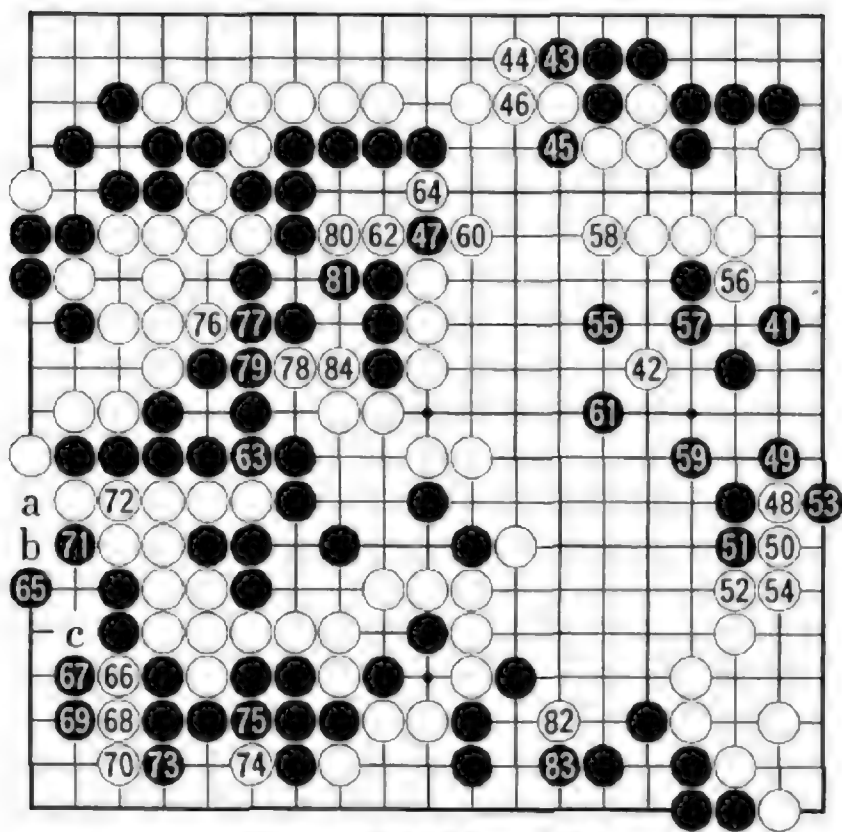
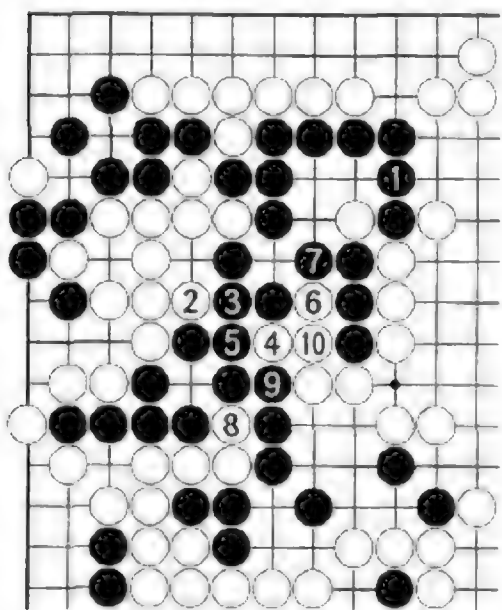


Figure 5 (141 - 184)



Dia. 6

to play 66 to 70. Black cannot go ahead with the ko now, for White would capture at 'b', threatening 'c' next, and Black would not have a big enough ko threat.

Black loses sente at the bottom, so White is able to kill his group with 76 etc. This was an uncharacteristic loss for the usually cautious Rin.

Black resigns after White 184.

STAGE THREE TOURNAMENT TO DECIDE THE TOP PLAYER

The third stage of the Kisei tournament consists of a knockout tournament to decide the challenger to the Kisei, followed by the title match itself. The holders of the four top titles after the Kisei, that is, the Meijin, Honinbo, Judan and Tengen titles, are seeded into the final stage, so they do not participate in the first two stages.

Another two places go to the winner of the second stage and the loser of the previous title match. The remaining places go to players recommended by a special committee. Since the aim is to make this final stage representative of the cream of the go world, players eliminated in the first two stages who subsequently win a title or who are otherwise deemed worthy can still gain a place.

The participants in the third stage were:

Seeded players

Otake Hideo: Meijin

Kato Masao: Honinbo, Judan & Tengen

Hashimoto Shoji: 1st in 2nd stage

Ishida Yoshio: last year's challenger

recommended players

Rin Kaiho: 2nd in 2nd stage

Sato Masaharu: 3rd in 2nd stage

Ishii Kunio: 3rd in 2nd stage

Sakata Eio: 1979 Meijin challenger

The results:

Quarter-finals: Ishii beat Ishida, Hashimoto b. Sakata, Otake b. Sato, Rin b. Kato.

Semifinals: Hashimoto b. Ishii, Rin b. Otake.

Final: Rin b. Hashimoto 2-1.

Quarter-final: Rin v. Kato

White: Kato Masao

Black: Rin Kaiho

date: 11th October, 1979

Figure 1 (1 - 20)

White 20. A new variation which has been developed mainly by Kobayashi Koichi. He played it in a game against Kada Katsuji in 1976 and the

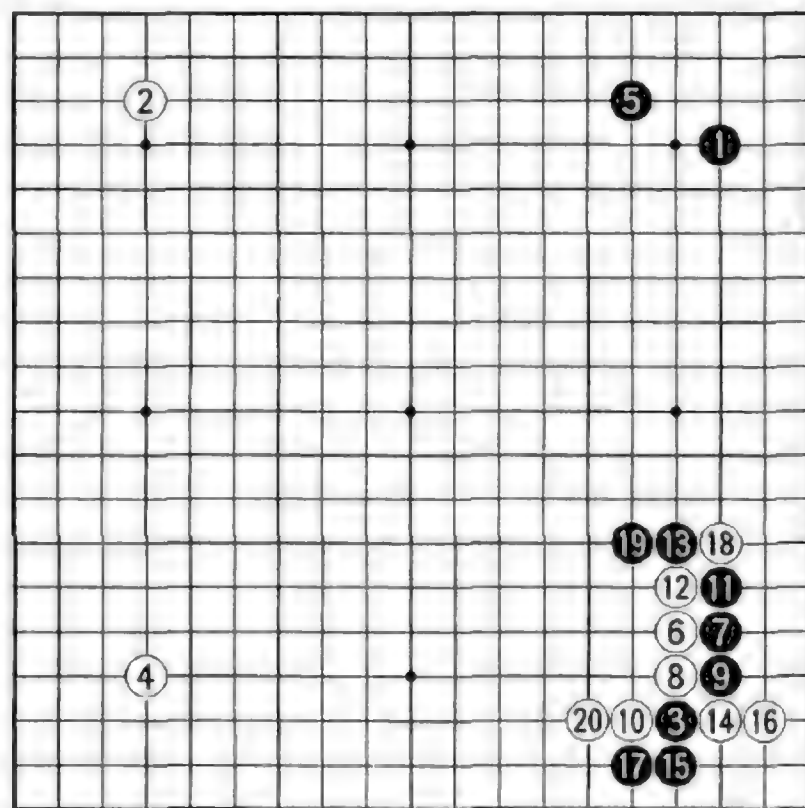
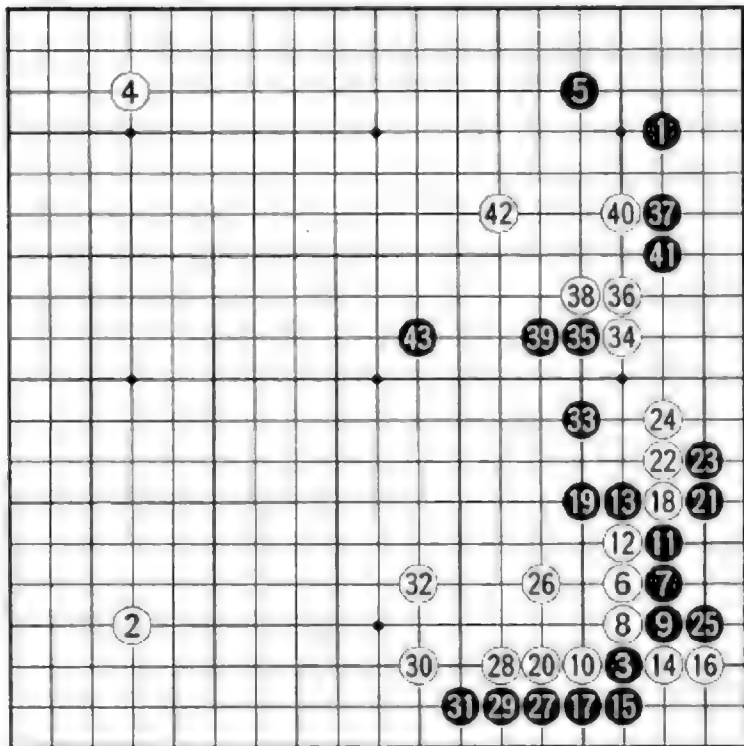


Figure 1 (1 - 20)



Dia. 1 Kobayashi (white) v. Kada

latter thought about his answer for four hours (out of a time allowance of six hours). The fuseki of that game is shown in Dia. 1.

Kobayashi Koichi has tried White 20 in quite a few games and his experiments are rewriting the joseki textbooks. Until recently, White 20 was considered a bad move. For example, Ishida, in his 'Dictionary of Basic Joseki' (Vol. 2, p. 44), comments that 'speaking just from the point of view of shape, this seems unlikely to give a favourable result'.

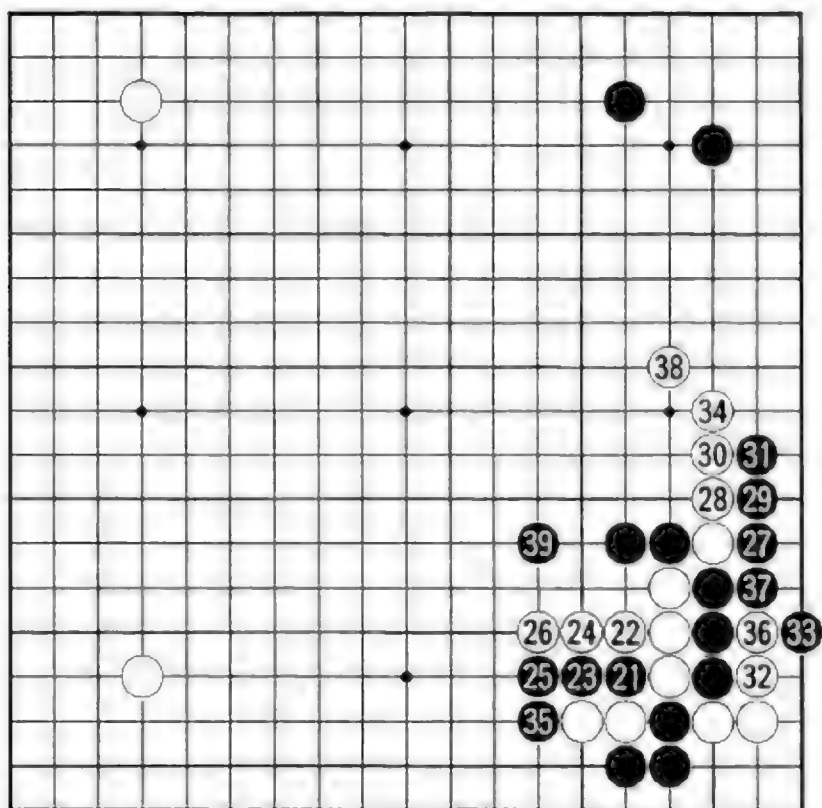


Figure 2 (21 - 39)

Figure 2 (21 - 39)

The sequence in this figure is probably a new pattern. As yet no definitive joseki has been worked out, so every game is a new departure.

White 38. White probably expected Black to

play the sequence from 45 to 49 in the next figure, but Black decides to move out with 39 immediately. The fate of these two stones clinging to the white wall is the focal point of this pattern.

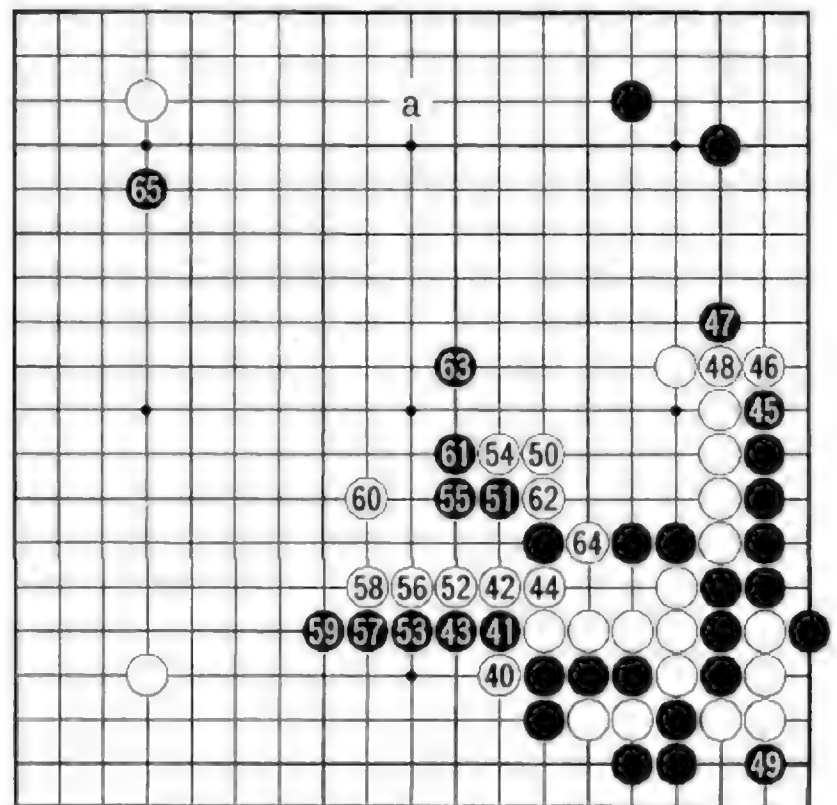
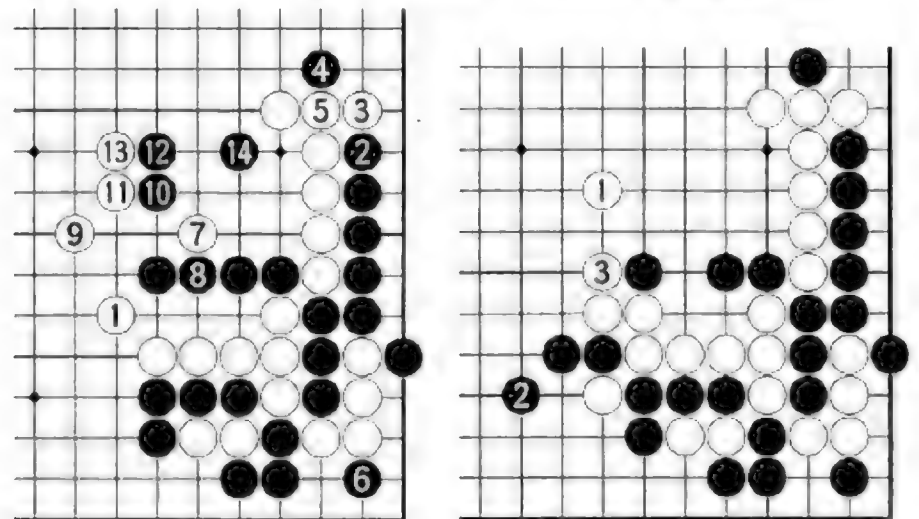


Figure 3 (40 - 65)

Figure 2 (40 - 65)

White 40. The ordinary move would be White 1 in Dia. 2. Black would live with 2 to 6, after which White would not have an effective attack on the centre black stones. If White 7, Black counters with 8 to 14, which is not good for White.

White 50 is a dubious move, according to Go Seigen. He advocated White 1 and 3 in Dia. 3.

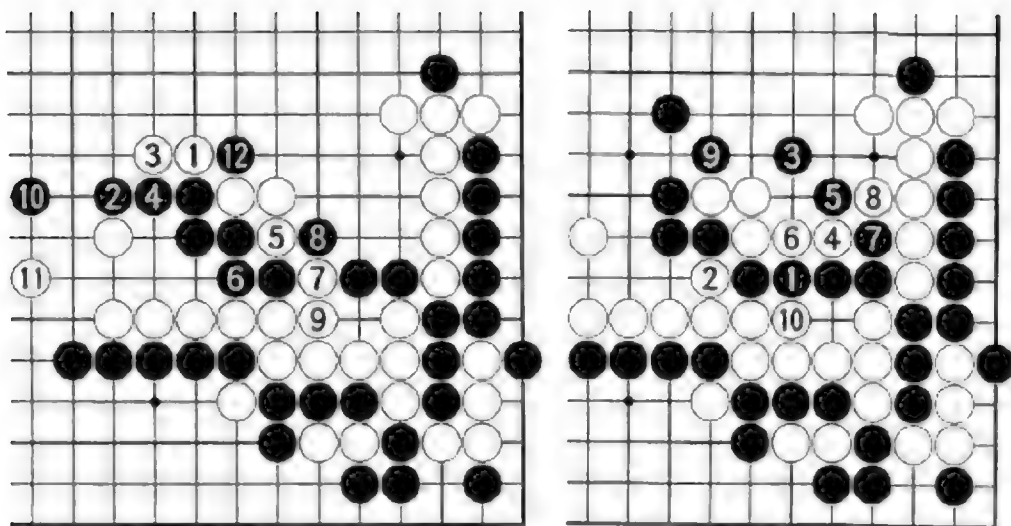


Dia. 2

Dia. 3

White 62. White could also consider the hane at 1 in Dia. 4 (next page). The continuation to 11 is likely, but since Black is able to cut at 12, he would probably welcome this fight.

White 64. This patient move is necessary. White would like to play at 65, but this would give Black the effective forcing sequence in Dia. 5 (next page). After squeezing with 3 to 9, Black would



Dia. 4

Dia. 5

switch to 'a' at the top in the figure, getting a favourable result. White has to keep Black's centre stones weak, as they are his main target for attack.

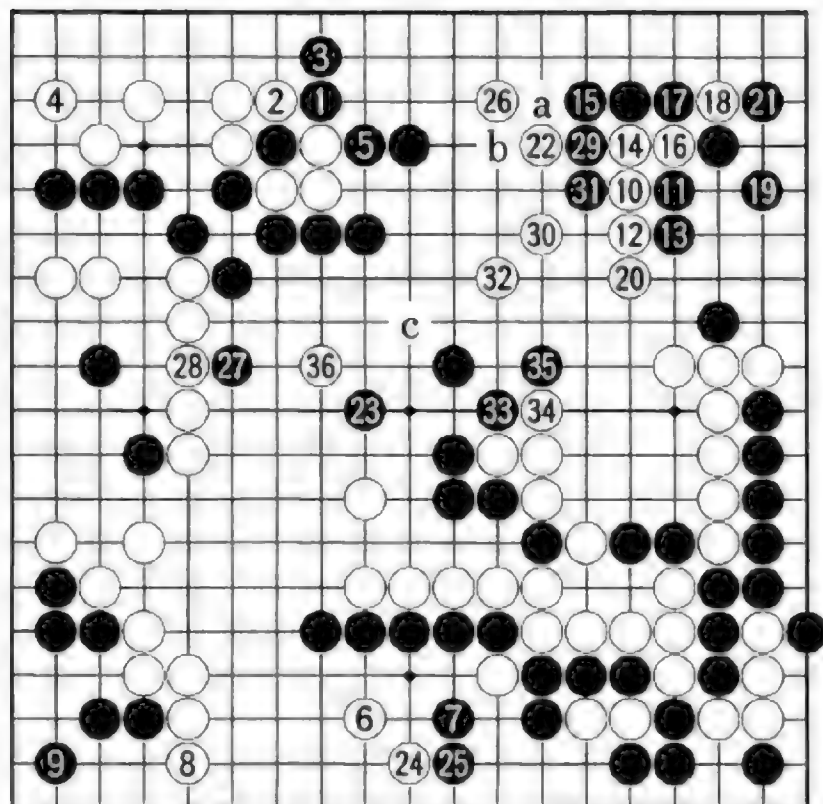


Figure 5 (101 – 136)

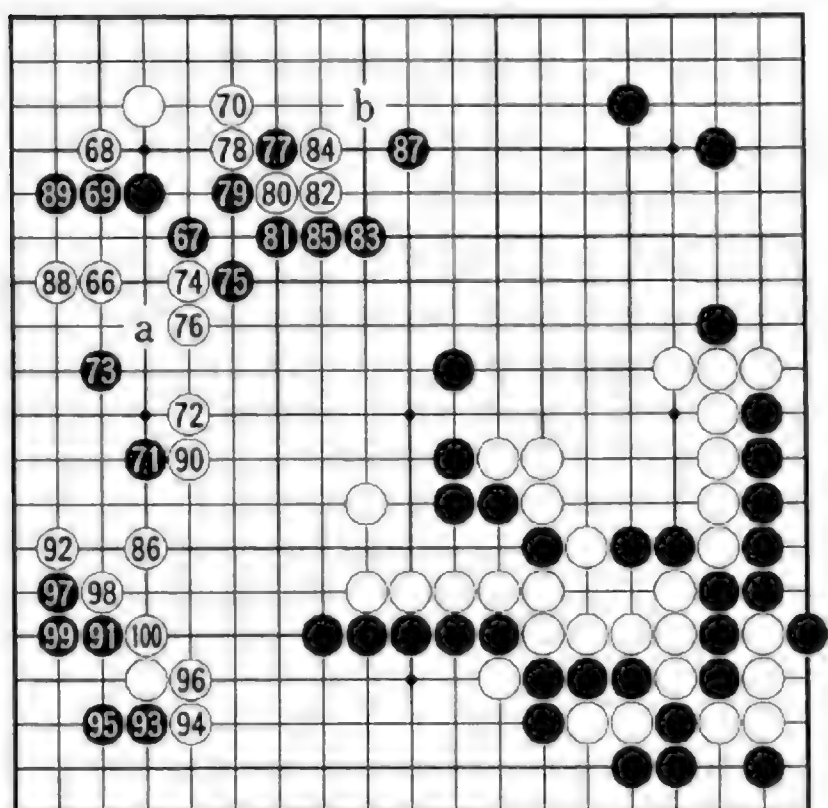


Figure 4 (66 – 100)

Figure 4 (66 – 100)

White 66. The Kajiwara-style attack at 67, threatening to swallow up Black's centre stones, might be interesting.

Black 73. Black 'a' might be better.

Black 91 and 93 are a superb combination, enabling Black to live in sente here. Kato commented that he should have played 90 at 'b'.

Figure 5 (101 – 136)

Black 23. A wise precaution. If Black keeps answering, with 'a', White 'b', Black 26, White might make a desperate attack at 'c'.

Figure 6 (137 – 177)

White 40. White should first peep at 41, as Black 41 makes it too easy for Black to settle his centre group.

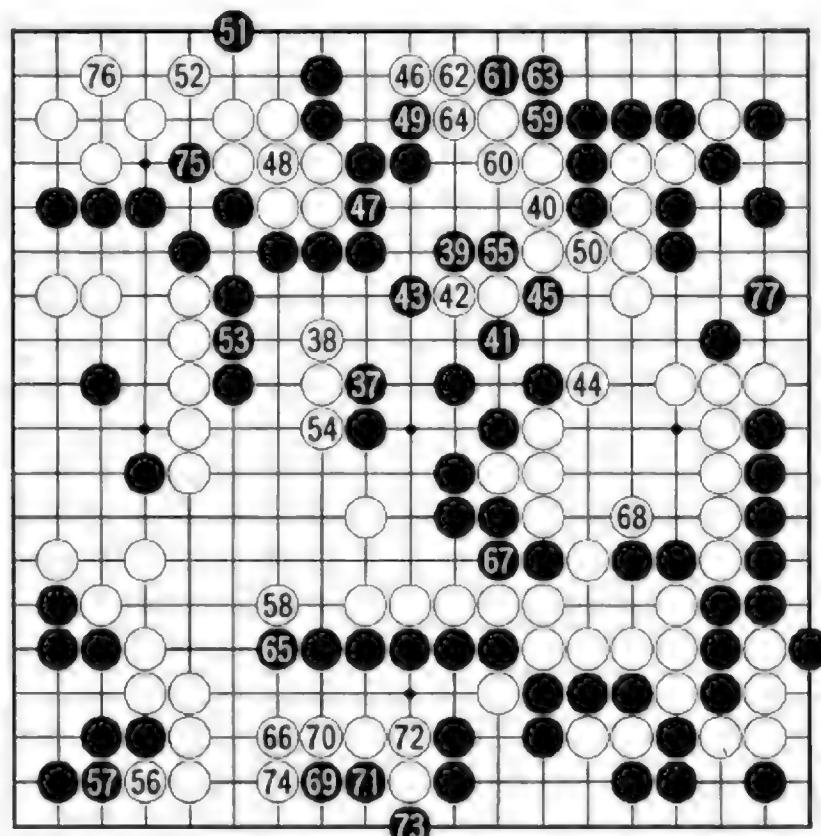


Figure 6 (137 – 177)

White finally has to resign as he is too far behind in territory. The main cause of his defeat was his failure to contrive a severe attack on Black's centre stones.

White resigns after Black 177.

Quarter-final: Otake v. Sato

White: Sato Masaharu 7-dan

Black: Otake Hideo, Meijin

date: 8th November, 1979

Figure 1 (1 – 17)

Black 17. Another move not to be found in the joseki books.

When White plays 16, he is hoping for the result

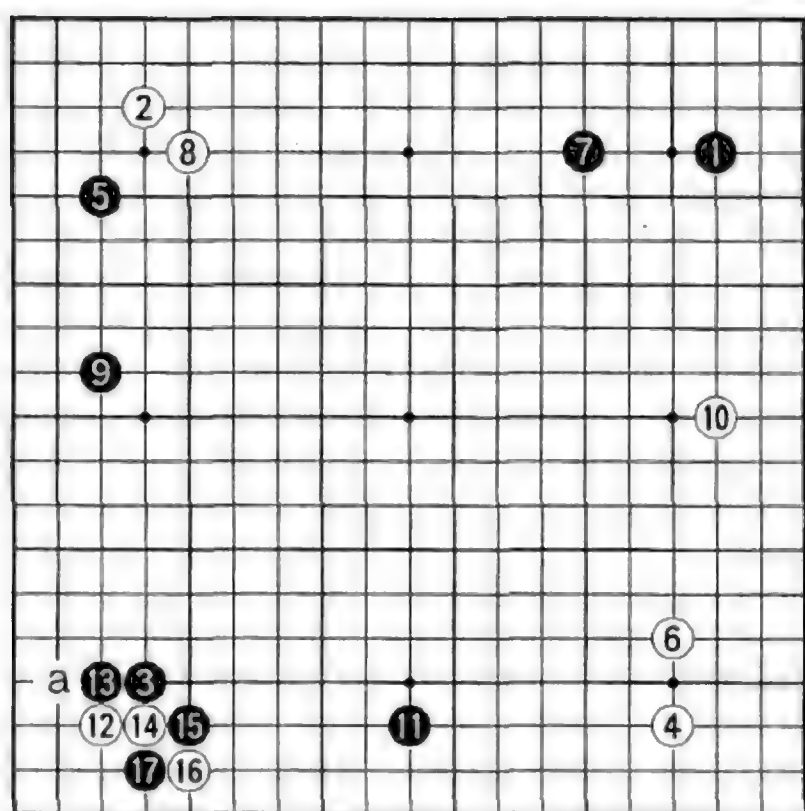
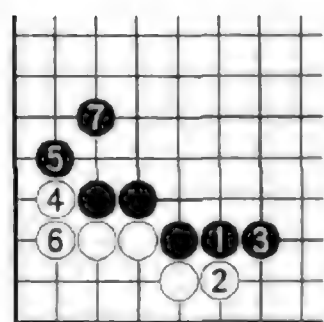
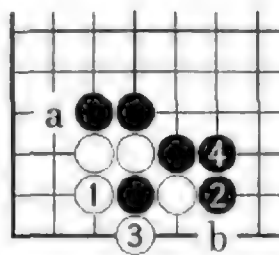


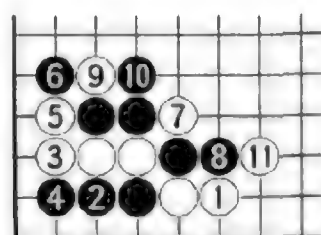
Figure 1 (1 - 17)



Dia. 1



Dia. 2



Dia. 3

in Dia. 1. When Black counters with 17, he is hoping for the result in Dia. 2, in which Black 'a' and 'b' are sente. Note that Black cannot play 17 when the ladder is unfavourable, as White counters with 1 etc. in Dia. 3.

The Yomiuri reporter on this game was the veteran go writer Mihori Masa. He was quite startled when he saw Otake play 17, for he recalled a story about it he had heard some decades ago. He had been discussing Iwasaki Kenzo (1842 - 1913) (the third head of the Hoensha, a body which played an important role in popularising go and reforming its feudalistic structure in the Meiji period) with Karigane Junichi (1879 - 1959), founder of the Kiseisha and its successor, the Keiinsha.

During the discussion Karigane commented: 'Iwasaki was a sinful person. He taught me the cut (at 17) as a counter to the 3-3 invasion. I prompt-

ly tried it out against Iwasa Kei (1878 - 1938), but when he replied with a hane (at 'a'), things didn't go well for me'.

Recalling this story, Mihori felt a keen interest as to whether Otake knew about the hane.

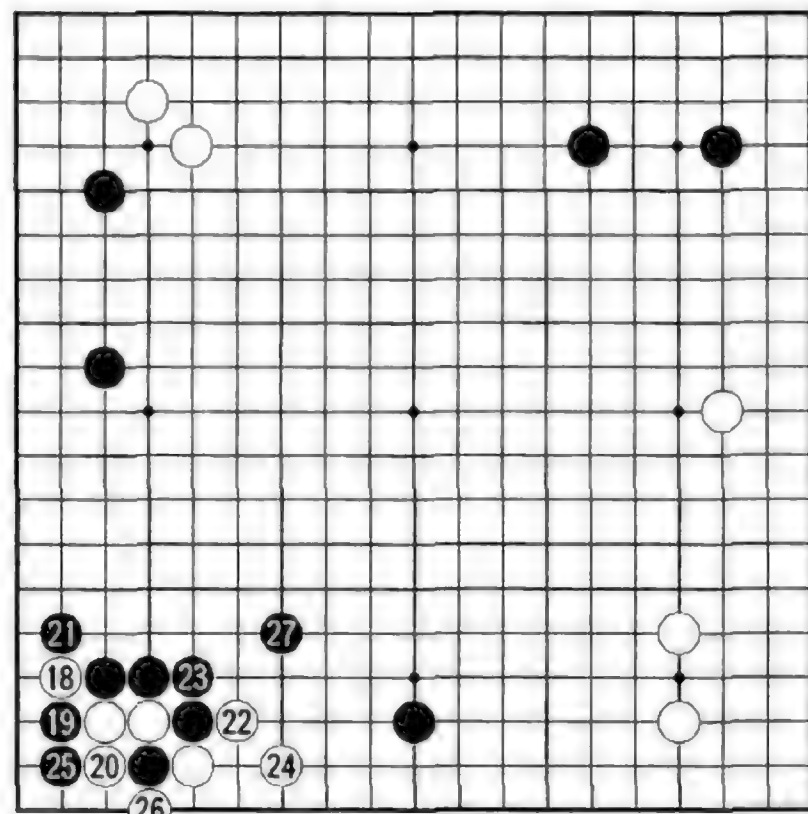
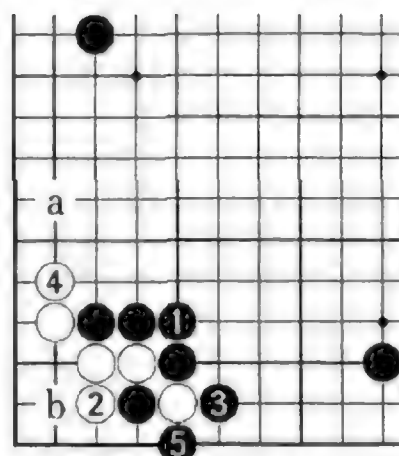
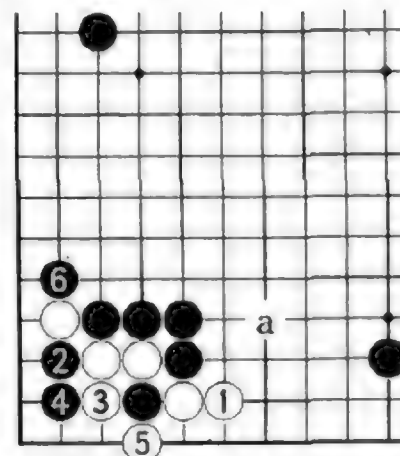


Figure 2 (18 - 27)



Dia. 4



Dia. 5

Figure 2 (18 - 27)

Sure enough, Sato played the hane at 18. Otake then gave atari at 19, but he regretted this, commenting that he should have connected at 23 instead. Fujisawa Shuko, the Yomiuri commentator on the game, agreed and gave the continuation to 5 in Dia. 4. Black 'a' and White 'b' would probably follow later on. Another possibility is White 1 in Dia. 5, in which case Black would play 2 to 6. If White continued here, he would play 'a' next.

Shuko considered the result in the figure satisfactory for White. Black's stone at the bottom has been weakened, so he has to reinforce with 27.

Incidentally, when Mihori commented after the game that the joseki books would have to be rewritten, Otake replied that he played the cut at 17 to keep Mihori entertained.

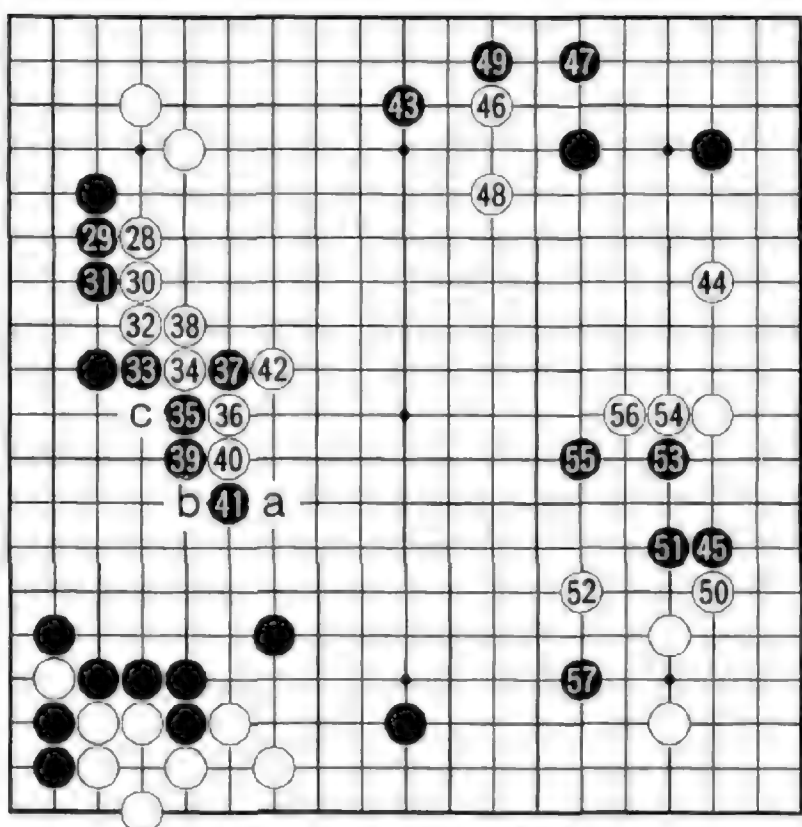
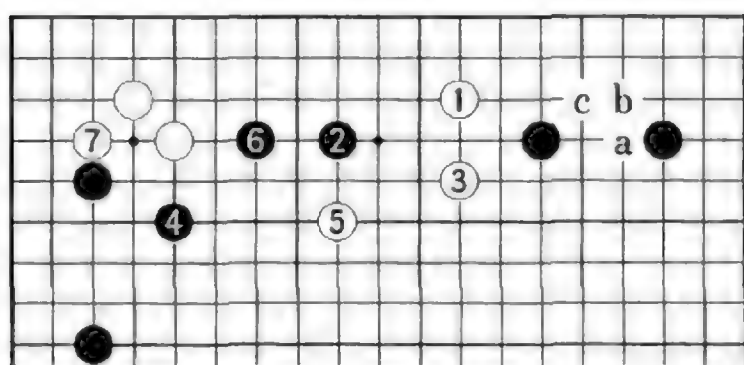


Figure 3 (28 - 57)



Dia. 6

Figure 3 (28 - 57)

White 28 is a mistake in direction. The wall that White builds with 28 to 42 is useless when Black plays 43. White gets no compensation for giving Black secure territory on the left side.

Instead of 28, Shuko advocated playing White 1 in Dia. 6 and he gave the continuation to 7. Next, White could aim at attacking the corner at 'a' (if Black 'b', White 'c').

Black 45 is a little risky, as it gives White a target for attack. There is a danger of the solitary black stone at the bottom being swallowed up if White gets a severe attack going. The converse is that the game will be lost for White if Black settles his invading group and saves his bottom stone. Instead of 45, Otake suggested defending on the left at 'a', as Black is weak here (if White cuts at 'b', Black has to defend at 'c').

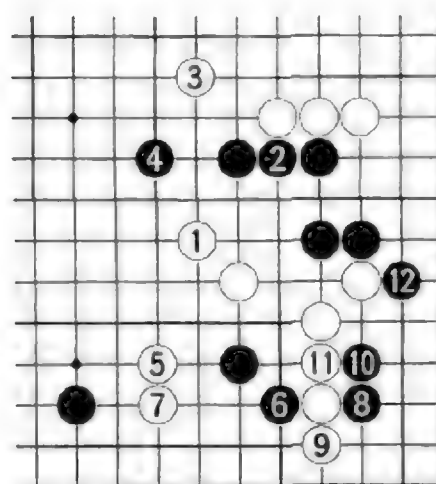
Black 57 is a tricky move and White went wrong with his answer.

After the game the players decided that White 1 in Dia. 7 was the best answer to Black 57, but Shuko disagreed. After the sequence to 4, the best White can do is to attack with 5, but Black

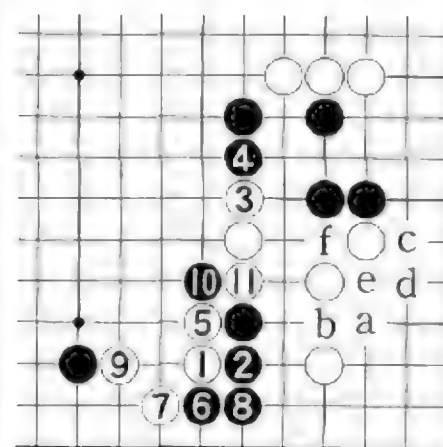


Otake Hideo

Born 12th May, 1942 in North Kyushu City. Disciple of Kitani Minoru. Became shodan in 1956, reached 9-dan in 1970. Won the 6th and 7th Nihon Ki-in Number One Position (1967 - 68), the 1st to 5th All Japan Number One position (1970 - 75), the 8th (1969) and 19th (1980) Judan titles, the 14th (1970), 1st (1971), 3rd and 4th Meijin titles, four NHK Cups and a number of minor tournaments.



Dia. 7



Dia. 8

counters with 6 to 12 and is satisfied (if 7 at 9, Black attaches at 7).

Shuko favoured attacking severely with 1 in Dia. 8. If the sequence to 11 followed, White's prospects in the fight would be reasonable. If next Black 'a', then White 'b', Black 'c', White 'd', Black 'e', White 'f' would be good enough.

Figure 4 (58 - 115)

White 58 is too mild: it puts no pressure on Black at the bottom. When Black settles his group so easily with 61 to 67, the position is distinctly unfavourable for White.

White tries to create complications by attacking with 78 and 90, but each time Black takes the peaceful way out. White's final attack with 98 at

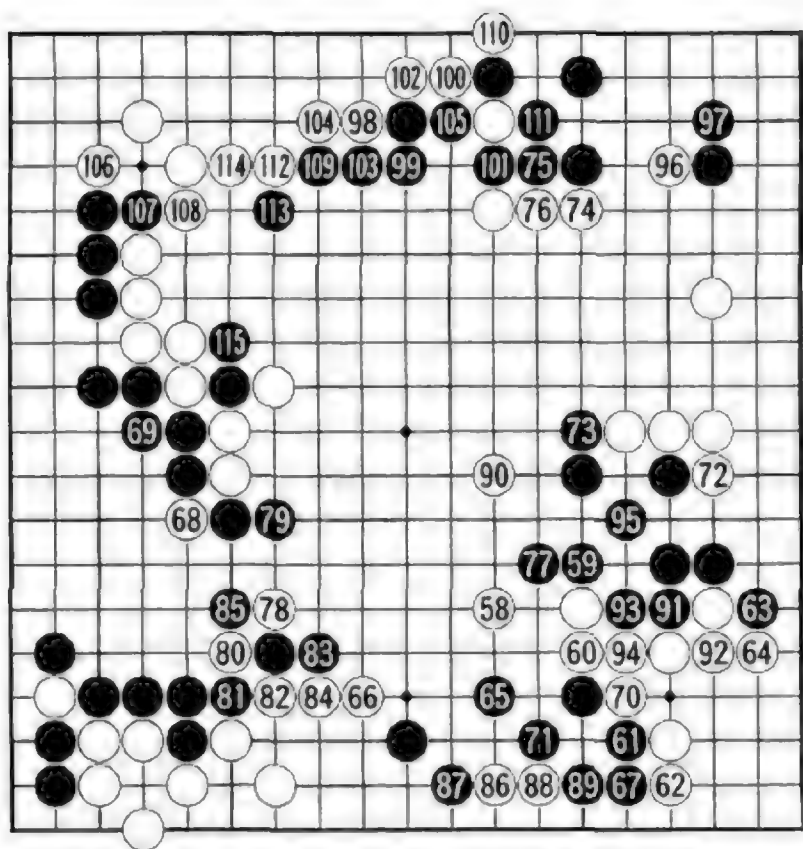


Figure 4 (58 - 115)

the top also proves abortive.

White resigns after Black 115.

Semifinal: Rin v. Otake

White: Otake Hideo

Black: Rin Kaiho

date: 22nd November, 1979

Figure 1 (1 - 43)

White 26. Black 27 is a good point, so perhaps White should have played 26 at 'a'. Black 27 makes miai of 'b' and 'c', so Black's position at the top is quite secure.

Black 43. If Black just jumps out at 'd', White will be able to make good use of his wall on the left by attacking at 'e'.

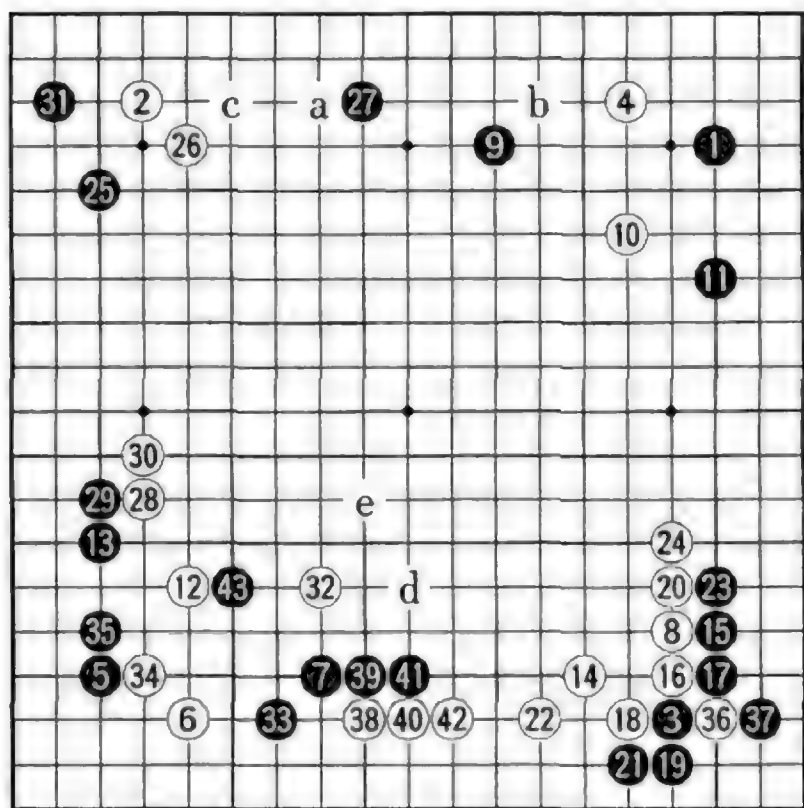


Figure 1 (1 - 43)

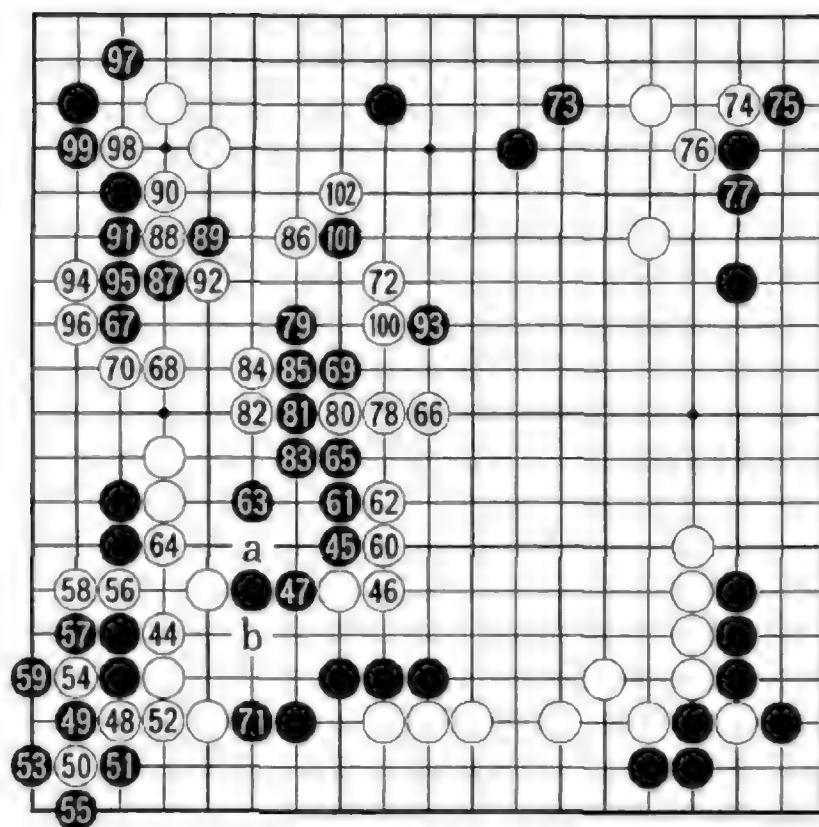


Figure 2 (44 - 102)

Figure 4 (44 - 102)

White 44. The only move. A hane at 'a' or 'b' would help Black.

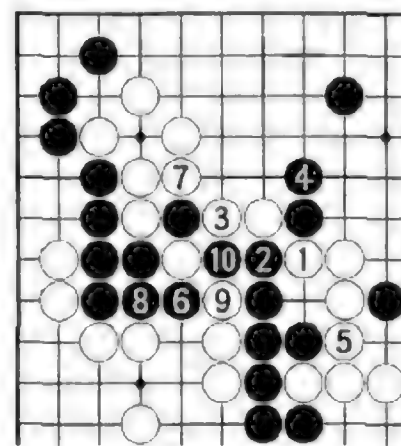
Black 49. Pushing at 60 would make it easier to settle his group.

Black 67 is well-timed. If Black just plays 69, White will attack the two stones at the top left.

Black 71, saving the stones at the bottom while also preparing an eye in gote, is too solid, according to Shuko. The latter maintains that since Black is ahead in territory, he should play at 100, seizing the initiative in the centre. This comment illustrates the difference in style between the two; Shuko likes thickness, while Rin prefers secure profit.

White opens his attack with 72, but Black again goes for territory with 73. Since he can get one eye in gote at the bottom, he is confident he can survive the onslaught.

White 102. Cutting at 1 in Dia. 1 would be too dangerous. Black can get a ko with 2 to 10, while also preventing White's group at the top from getting two eyes.



Dia. 1

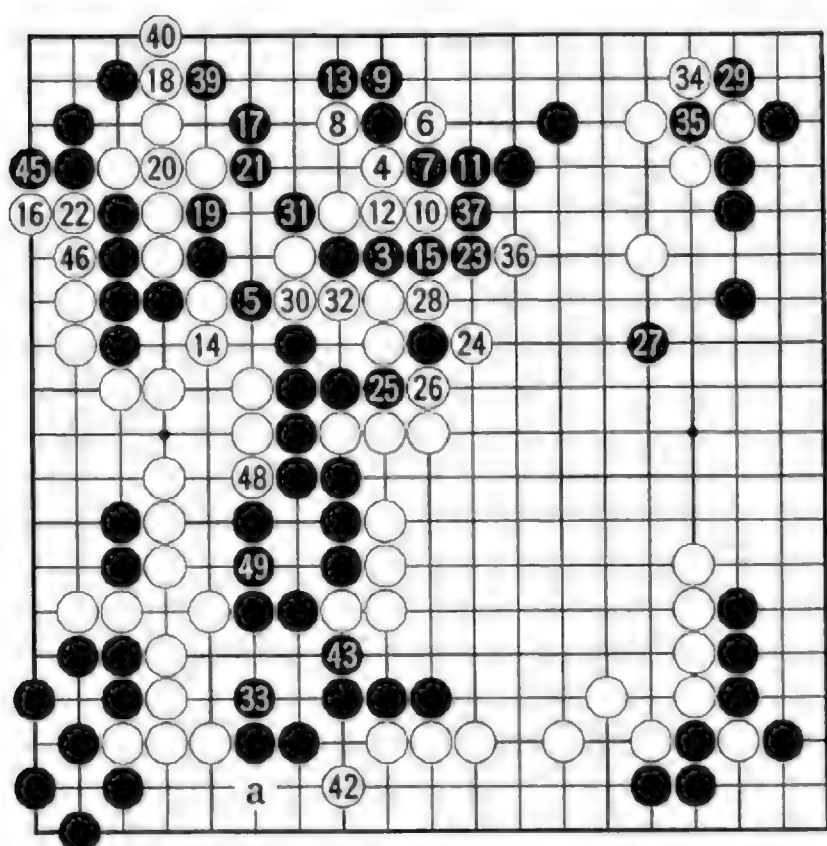
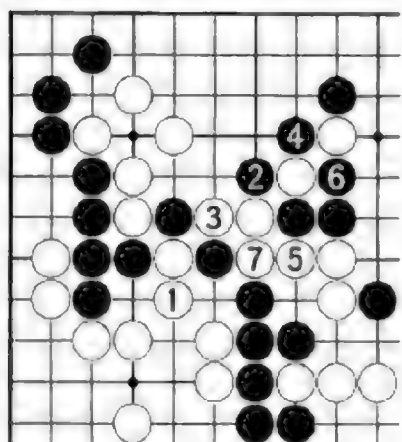


Figure 3 (103 - 149)
ko: 38, 41, 44, 47



Dia. 2

Figure 3 (103 - 149)

White 6. If White plays 1 in Dia. 2, Black intends to take profit with 2 to 6. If then White 7, Black will get his second eye with 'a' in the figure. This would put him about ten points ahead, so White has to play more aggressively.

White 16. His attack on the centre group has petered out, so White changes direction. However, he overlooked Black's clever answer at 17. White has to play 18, so Black builds a wall in sente with 19 and 21, then extends solidly at 23.

Black 29. Connecting at 32 would be simpler.

Figure 4 (150 - 191)

White 80. Otake did not expect to succeed with this invasion; he was just setting the scene for resignation. Actually, Otake became so dispirited when he overlooked Black 17 in Figure 3 that he more or less abandoned hope of winning then. Otake is an emotional player who becomes disgusted with himself when his play fails to meet his own very high standards. Rin is the opposite, a never-say-die player who is undaunted by most mishaps. This was a one-sided game

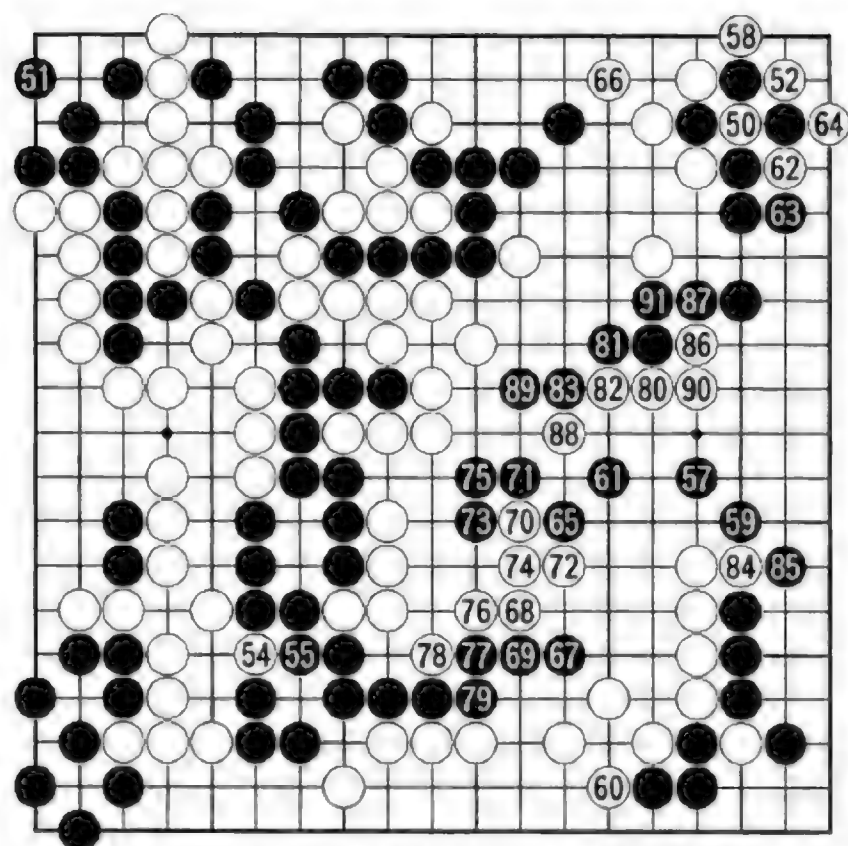


Figure 4 (150 - 191)
ko: 53, 56

which showed him at his best.

White resigns after Black 191.

Stage Three Final Game One

The playoff between Rin and Hashimoto Shoji to decide the Kisei challenger was the last major go event of 1979. It proved to be a very difficult and tiring encounter.

White: Hashimoto Shoji

Black: Rin Kaiho

date: 29th November, 1979

Figure 1 (1 - 15)

White 14. If at 15, Black will play 'a'.

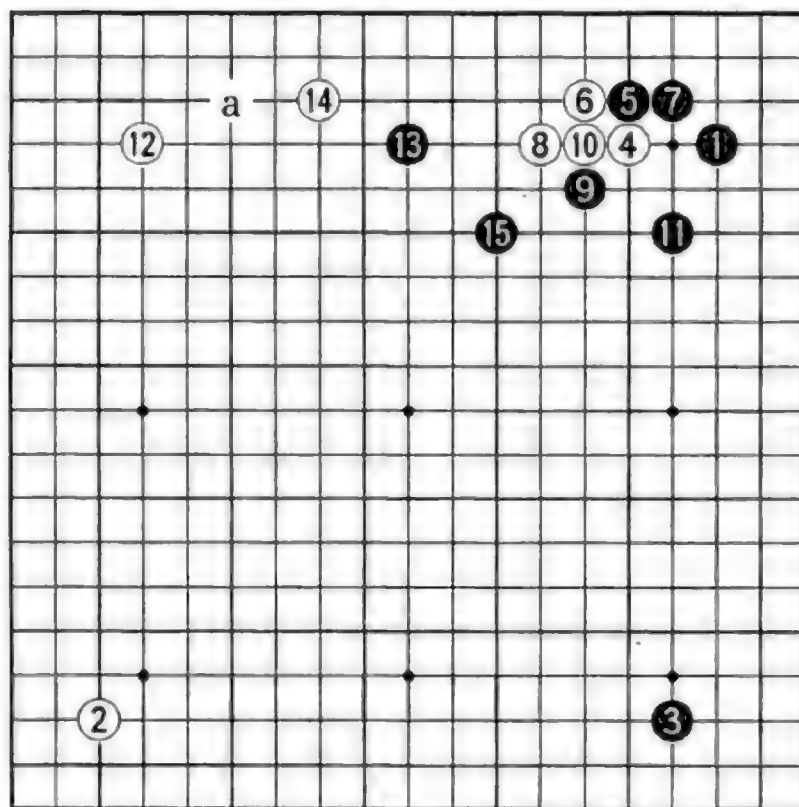


Figure 1 (1 - 15)

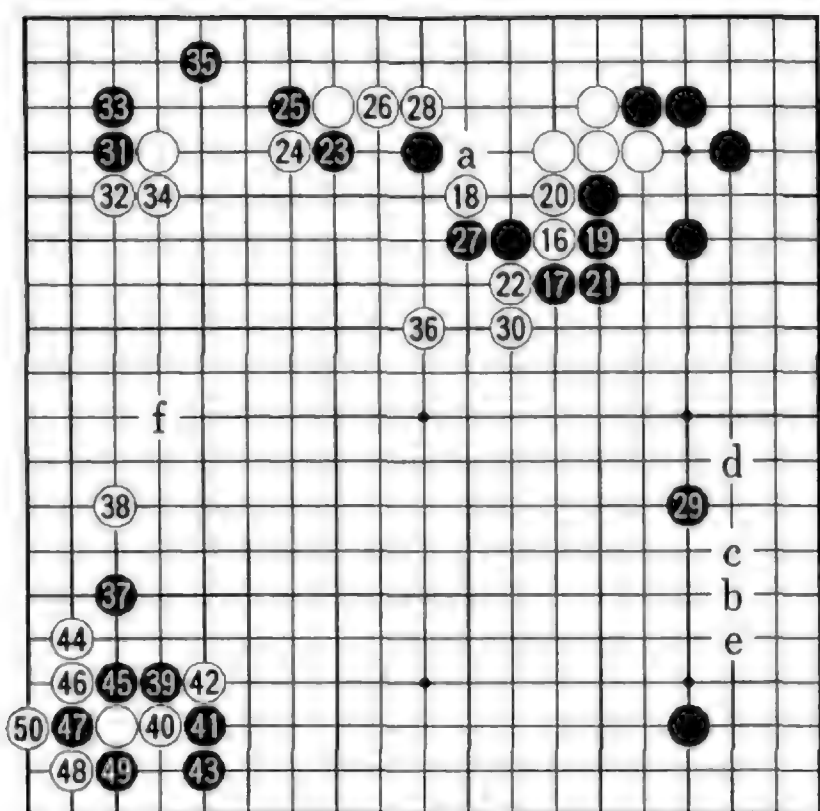
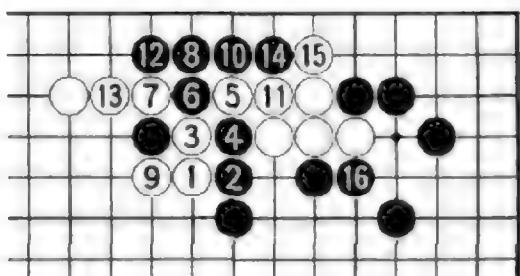
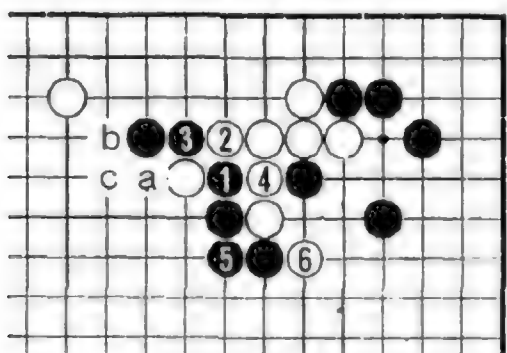


Figure 2 (16 - 50)



Dia. 1



Dia. 2

Figure 2 (16 - 50)

White 16. If at 1 in Dia. 1, Black counters with 2 to 16, capturing White.

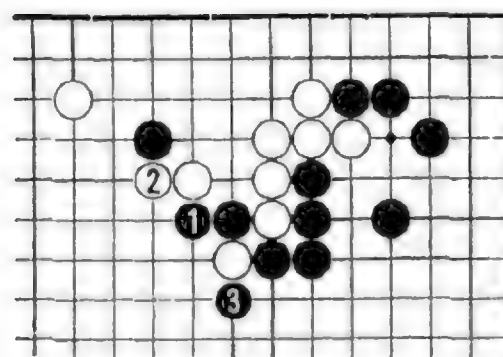
White 18 is now possible. If Black plays 1 in Dia. 2, White can connect at 4, then move out with 6. If Black 5 at 6, White pushes with 'a', Black 'b', White 'c', setting up a ladder with White 5.

Black 19. If at 20, White plays 'a', weakening the solitary black stone.

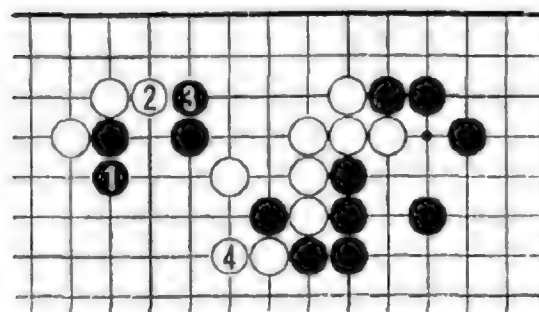
White 22 is aggressive. If White simply played at 'a', Black would switch to 29, forgetting about the top.

Black 23. Black 1 and 3 in Dia. 3 would be solid, but then White would switch to 'b' in the figure.

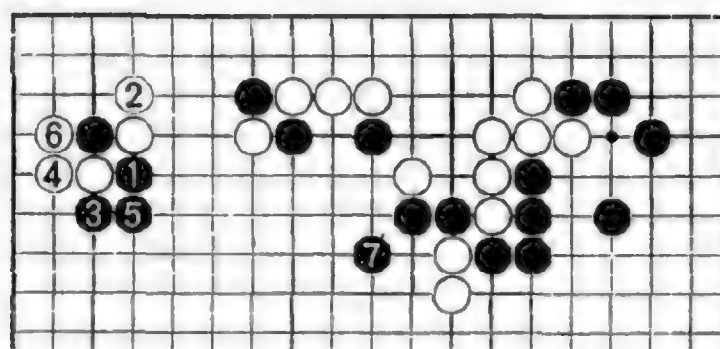
Black 25. Black is not trying to save his stones at the top. Since his main concern is to play first on the right side, he wants to settle the top lightly. An example of how not to play here is



Dia. 3



Dia. 4



Dia. 5

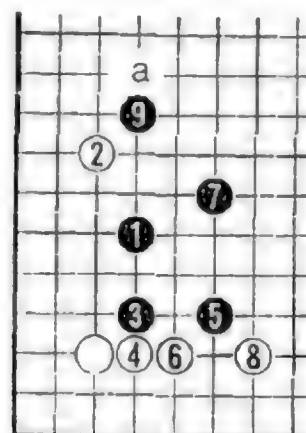
given in Dia. 4. Black 1 and 3 there just make Black heavy.

Black 29 illustrates Rin's territory-oriented style. The proper move (honte) would be Black 30, in which case White could invade the right side (probably with White 'c', Black 'd', White 'e').

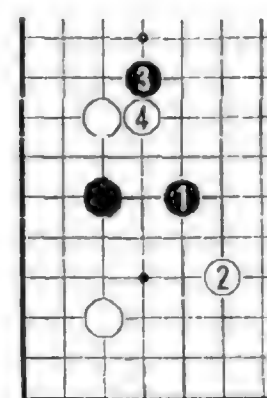
Black 33. This time Rin is over-indulging his fondness for territory. He would be better advised to go for central influence with 1 to 5 in Dia. 5. Black 7 would give Black the upper hand in the centre.

White 36. White 'f' looks like a good point, but then Black 36 would nip White's moyo in the bud.

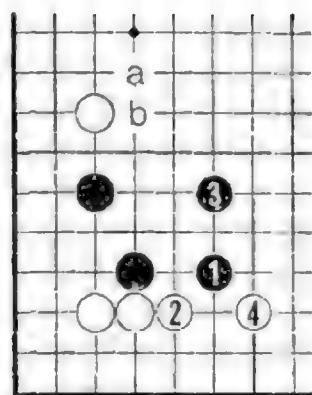
White 38 is a severe pincer. Rin commented that he should have played 37 at 1 in Dia. 6. If White 2, the joseki to 9 would be reasonable for



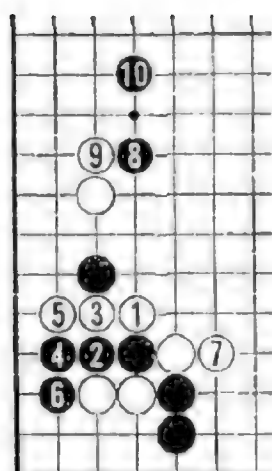
Dia. 6



Dia. 7



Dia. 8



Dia. 9

Black, as his stones would be heading out towards the centre. If White answered 1 at 5, Black would be happy to play 'a'.

Black 39. If at 1 in Dia. 7, White will play 2. If then Black 3, White will resist with 4. Since White is stronger here, this fight would go badly for Black.

Black 41. The conventional continuation of 1 and 3 in Dia. 8 is not appealing, as the fight after Black 'a'—White 'b' would still be unfavourable for Black.

White 44. If White 1 in Dia. 9, Black intends to go for corner profit with 2 to 6, then lightly reduce White's side area with 8 and 10.

Figure 3 (51 – 100)

The fighting in the bottom left corner is extremely complicated and we do not have the space to give a detailed analysis of it. Suffice it to say that there seems to have been a mistake in White's strategy, for the result to 75 is clearly favourable for Black. White has had to invest

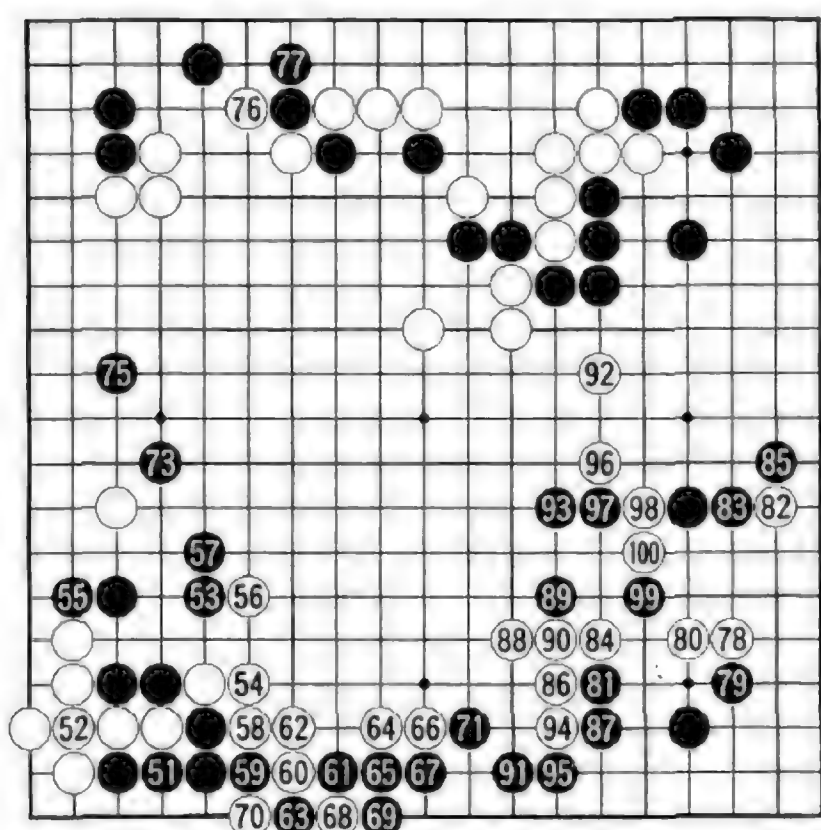
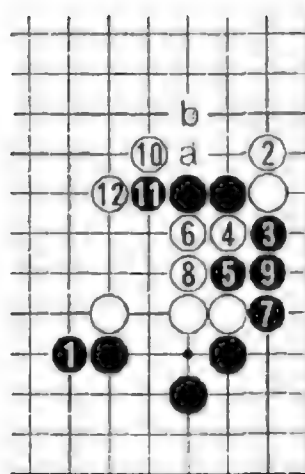
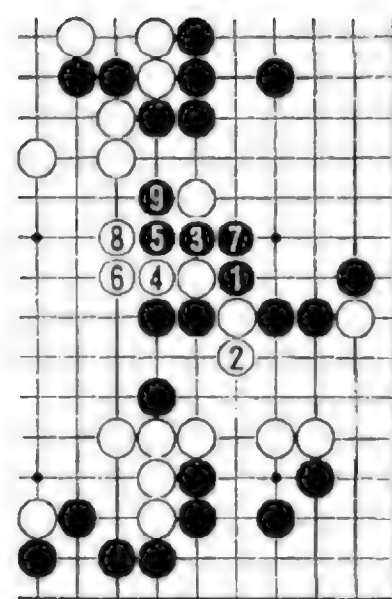


Figure 3 (51 – 100)

72: ko; 74 connects



Dia. 10



Dia. 11

three stones to capture Black, while in return Black has made the hane at 71 and taken profit with 73 and 75.

Black 85 is a large move. If Black extends at 1 in Dia. 10, White will extend at 2. If Black 3 to 9, White will press at 10. If Black 'a' after 12, White plays 'b'. He cannot catch the black stones of course, but this would make it easy for him to settle his group.

Black 99 creates unnecessary complications. The simplest approach for Black would be to secure his right side territory with 1 to 9 in Dia. 11. This would keep him comfortably ahead.

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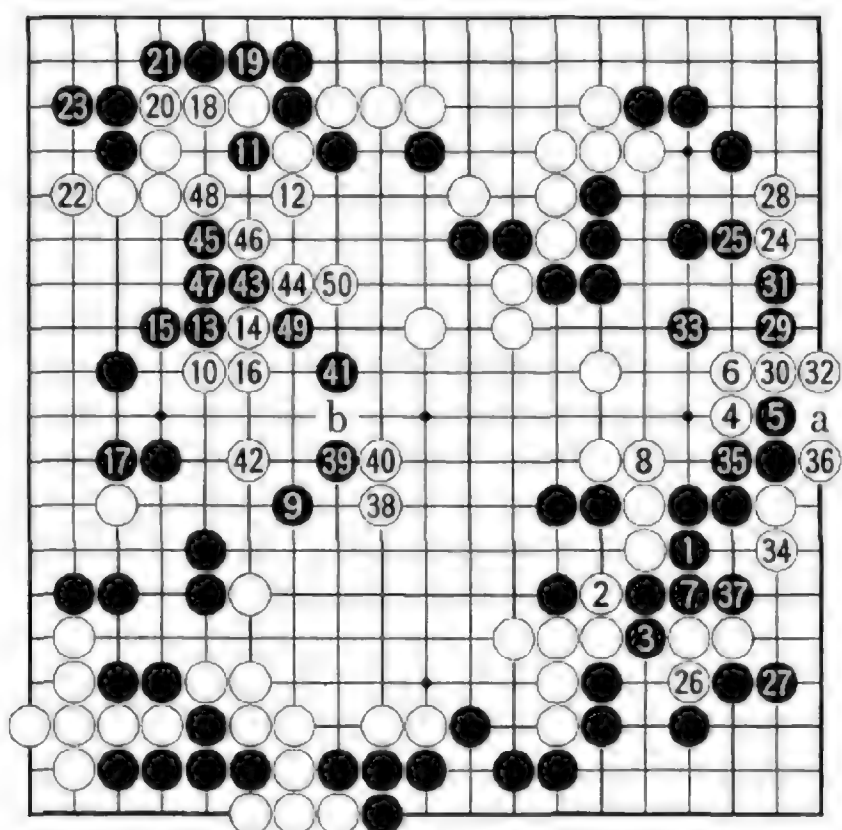


Figure 4 (101 - 150)

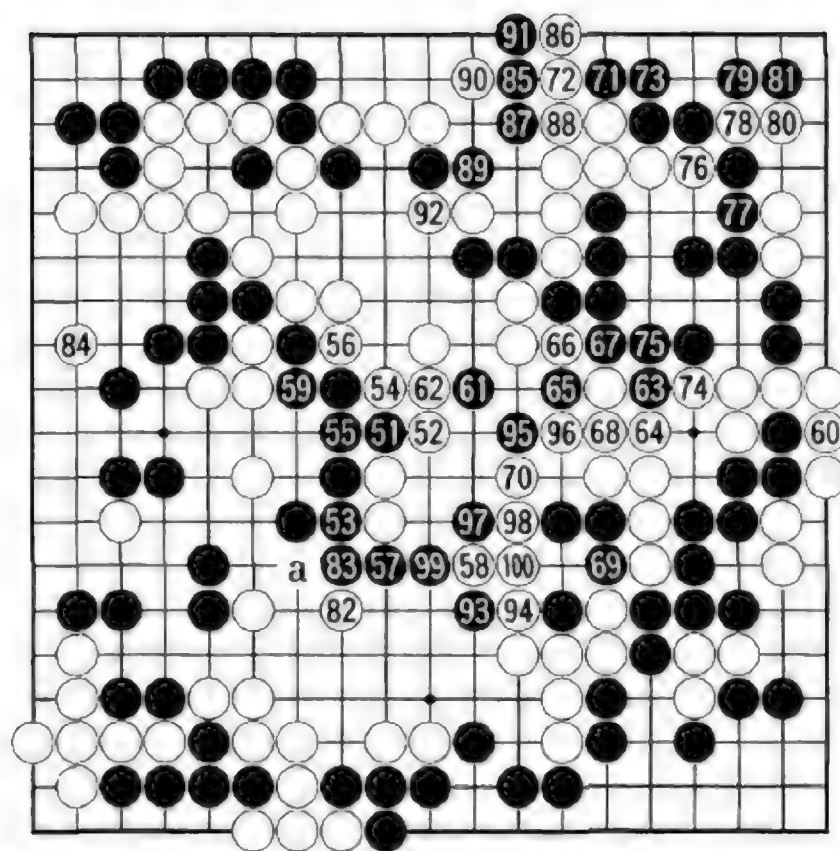
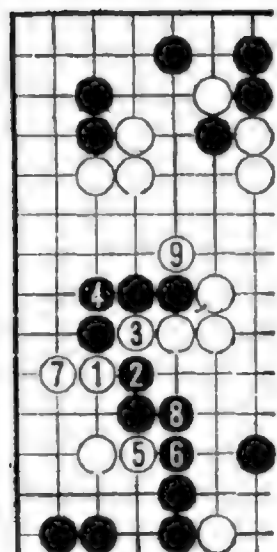
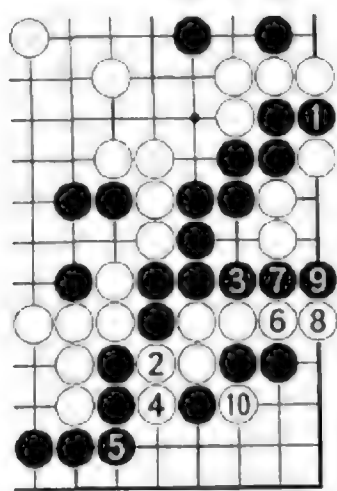


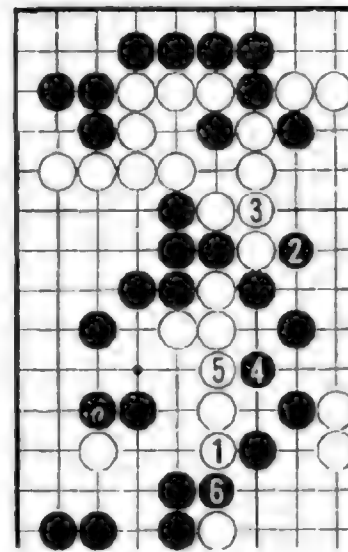
Figure 5 (151 - 200)



Dia. 12



Dia. 13



Dia. 14

Figure 4 (101 - 150)

The exchange to 103 seems more or less even. Black gets a large corner territory, but as compensation White gets central thickness while also laying waste to Black's side territory.

Black 17. Necessary to defend against the sequence in Dia. 12.

White 24. Black 31 would be big.

Black 37. If Black intercepts with 1 in Dia. 13, White lives in the corner with the sequence to 10. Black therefore has to play 37, leaving White with the option of connecting at 'a'. This is worth eleven points, but since it is gote and since White has had to sacrifice 24 and 28, he has gained very little from the whole operation.

White tries to surround the centre on as large a scale as possible with 38 and 40, then fights back with 42 when Black attacks with 41. White is aiming at wedging in at 'b'.

White 50 is forced. If at 1 in Dia. 14, Black plays 2 to 6 and wins the fight.

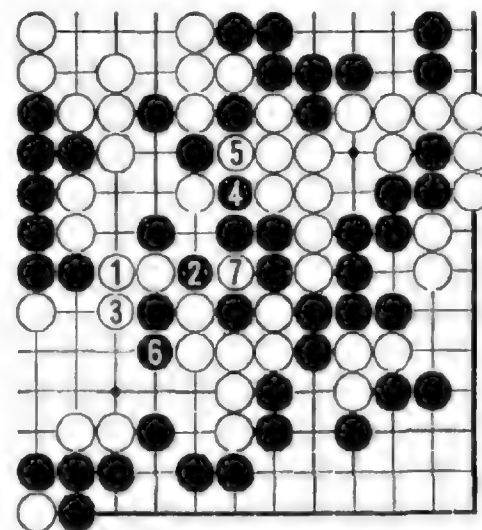
Figure 5 (151 - 200)

White 56. White should first have exchanged White 83 for Black 'a'.

White 58. If at 99, then Black 93.

Black 59. This capture puts Black ahead.

White 98. White's last chance. Instead of submitting at 98, he could counter with 1 etc. in Dia. 15. The result is a ko unfavourable for Black, though there is no telling who would actually win it.



Dia. 15

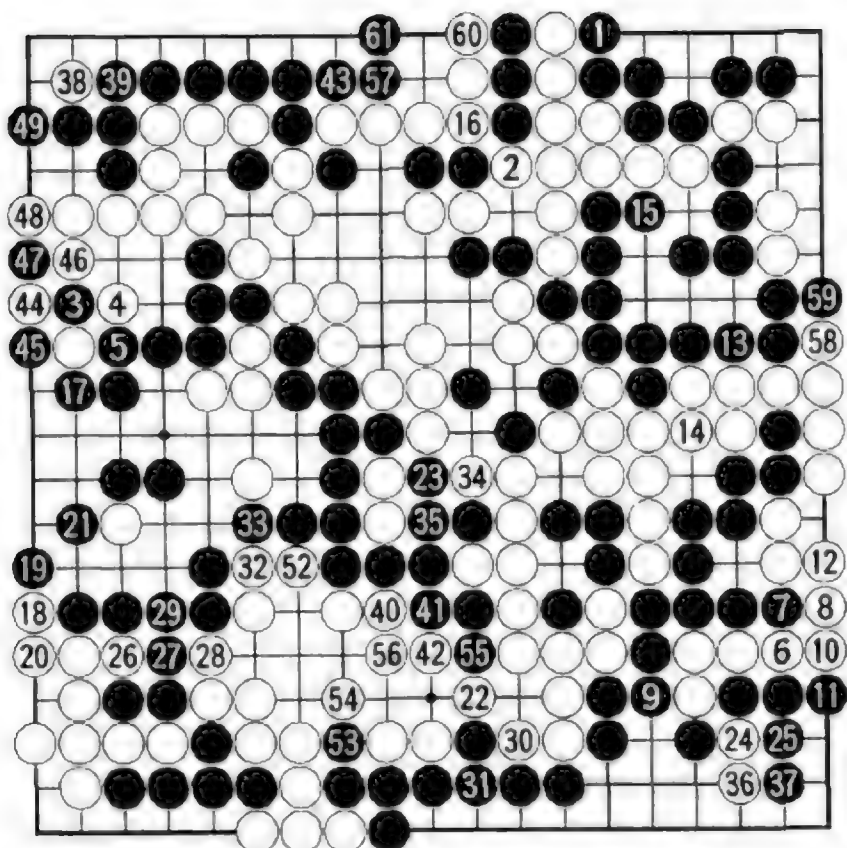


Figure 6 (201 - 262)

50: ko (at 44); 51: right of 45; 62: at 47

Figure 6 (201 - 262)

Hashimoto played on tenaciously right to the bitter end, but he did not get another chance to narrow the gap.

Black wins by 6½ points.

Game Two

White: Rin Kaiho

Black: Hashimoto Shoji

date: 6th December, 1979

Figure 1 (1 - 51)

Hashimoto Shoji is a notoriously slow player, especially in the fuseki. When Rin played the somewhat unusual move of 6, Hashimoto took

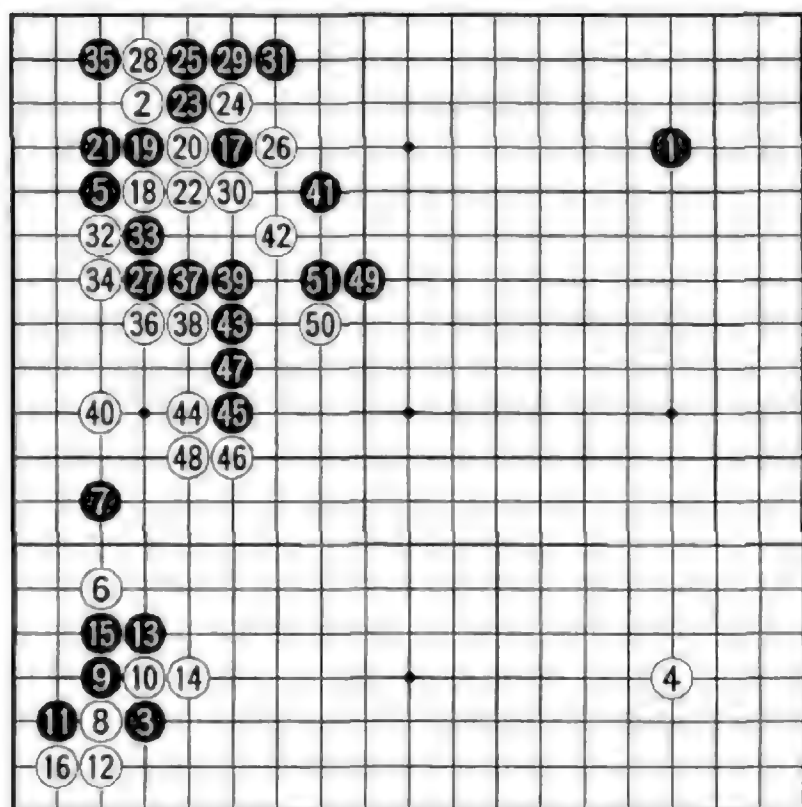
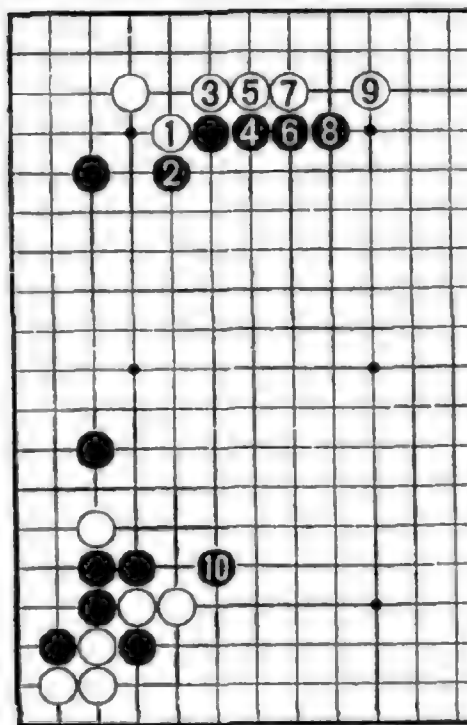
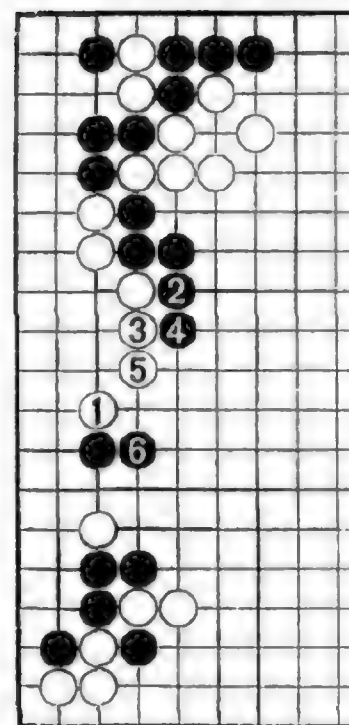


Figure 1 (1 - 51)



Dia. 1



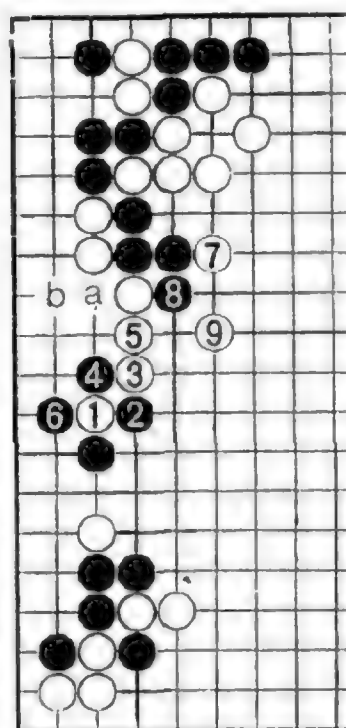
Dia. 2

one hour seventeen minutes to play 7. Presumably he was working out his follow-up at the top after the joseki to 16.

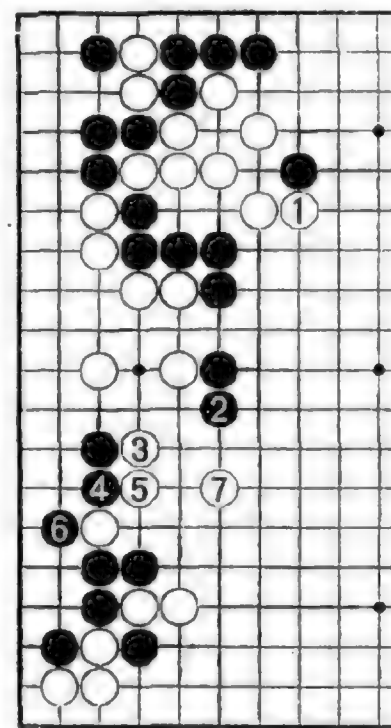
White 18. The worst move is White 1 in Dia. 1. Black 2 to 8 would combine beautifully with 10 at the bottom.

White 28 is very unusual, but the fact that Rin took only a couple of minutes over it and 30 and 32 shows that he had already researched this strategy. The ultra-cautious Hashimoto spent one hour fifty-minutes on his reply at 33. Afterwards he said that his main concern was to work out his counter if White played 38 at 1 in Dia. 2. His conclusion was that 2 to 6 were satisfactory, so he went ahead with 33. Note that Black 2 in Dia. 3 would be bad, as White could set up a geta with 3 to 9. If Black cuts at 'a', White 'b' tides him over.

Rin regretted playing 46, commenting that he



Dia. 3



Dia. 4

should have saved his stones at the top with 1 in Dia. 4. The players worked out the continuation to 7 with Fujisawa Shuko after the game and the latter agreed that this would have justified White's sacrifice with 28.

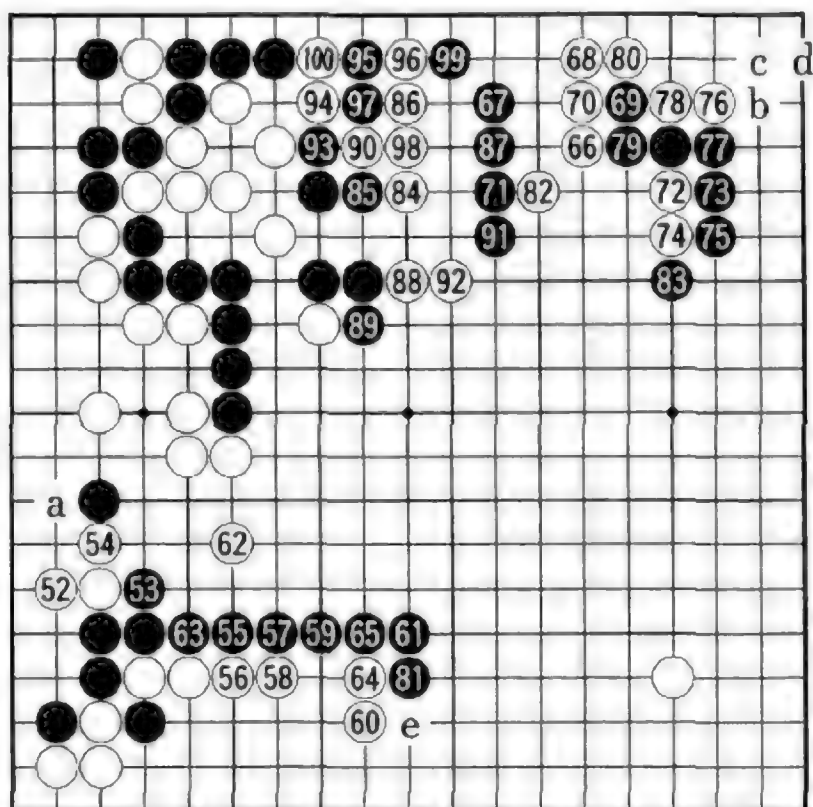
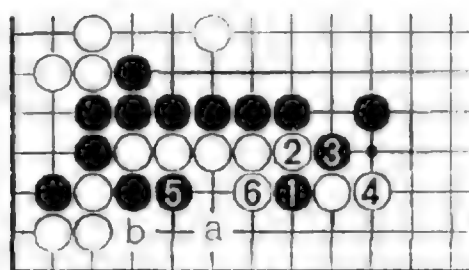


Figure 2 (52 - 100)



Dia. 5

Figure 2 (52 - 100)

White 52. White is behind, so he has to attack.

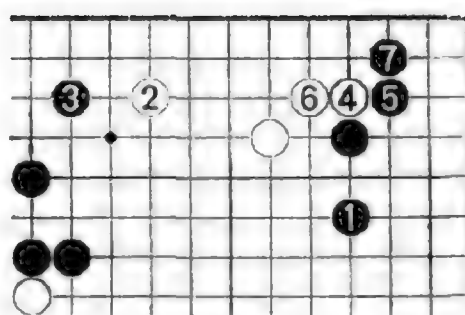
White 54. White 'a' would be better as White has to defend against the threat of Black 'a' with 62. White 62 is sente, but Black 63 fills in a liberty of the white group below.

White 64 is unnecessary. White is afraid of Black 1 in Dia. 5, but it does not work, as White can counter with 2 to 6. If Black 5 at 6, then White 5; if Black 5 at 'a', White again plays 5 (if instead he played 6, he would collapse after Black 'b').

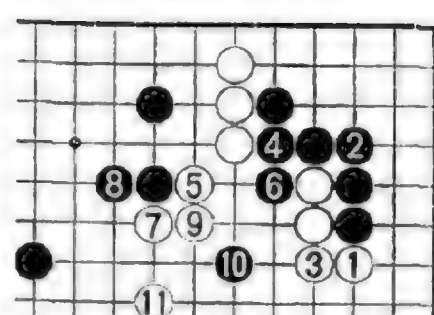
Black 67 is aggressive. White was hoping that Black would let him settle himself peacefully with the sequence in Dia. 6.

White 76 was criticised by Shuko, who considered the result to 80 bad for White, as Black is left with the threat of a ko with Black 'b', White 'c', Black 'd'. Shuko advocated following Dia. 7.

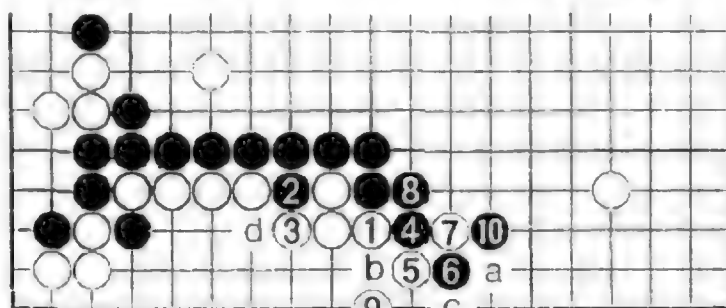
Black 81 is big, as Black 'e' next will be sente. White has no move here. If White 1 in Dia. 8, he cannot resist Black 2 etc. If White 9 at 'a', he



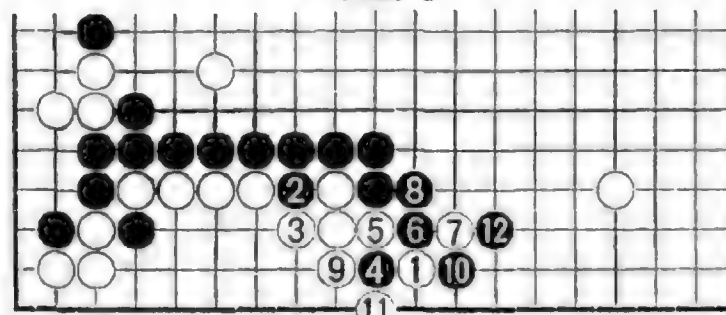
Dia. 6



Dia. 7



Dia. 8



Dia. 9

collapses after Black 'b', White 'c', Black 'd'.

Dia. 9. White 1 here is little better, as Black has the severe move of 4.

White 84-88. A spectacular attack - White is still considerably behind, so he has to try desperate measures. Black replies by sacrificing two stones, keeping the white group down to one eye and thus open to attack.

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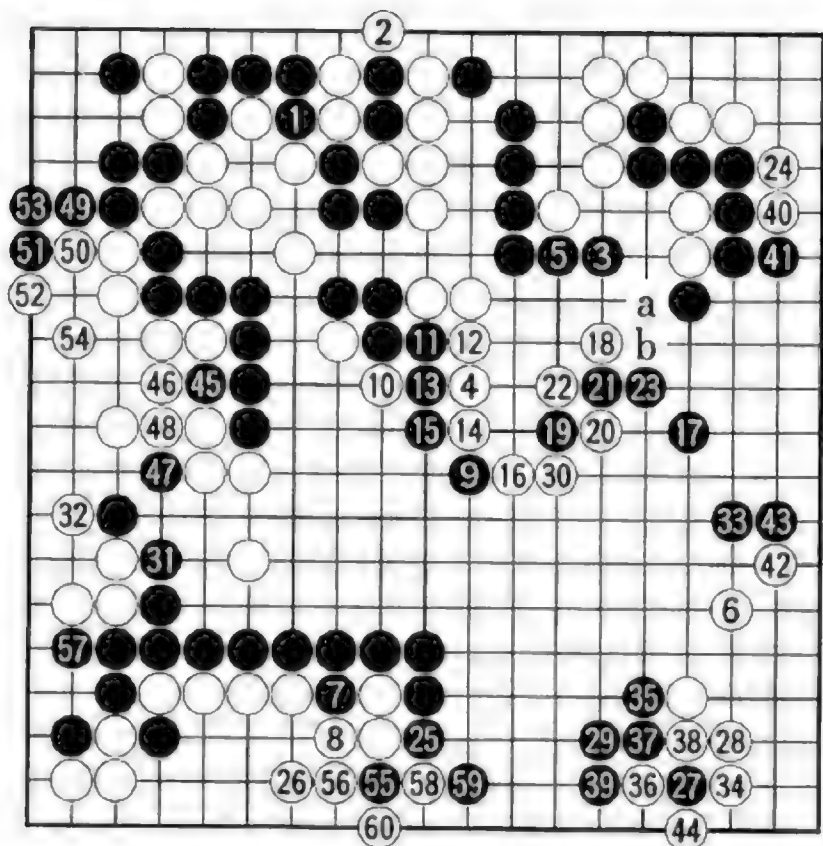
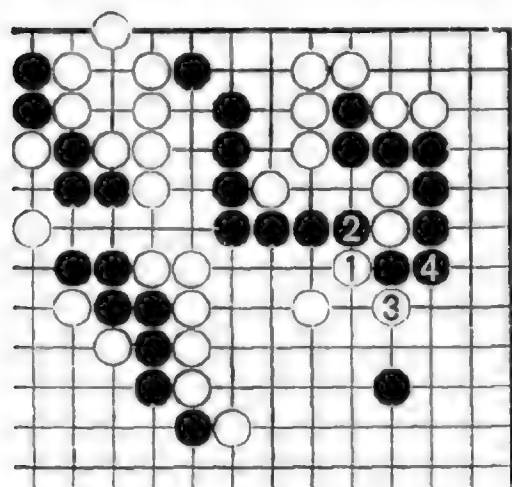


Figure 3 (101 - 160)



Dia. 10

Figure 3 (101 - 160)

Black 19 is the finishing touch which wraps up the game for Black. It does more than just attack. If Black played elsewhere, White would

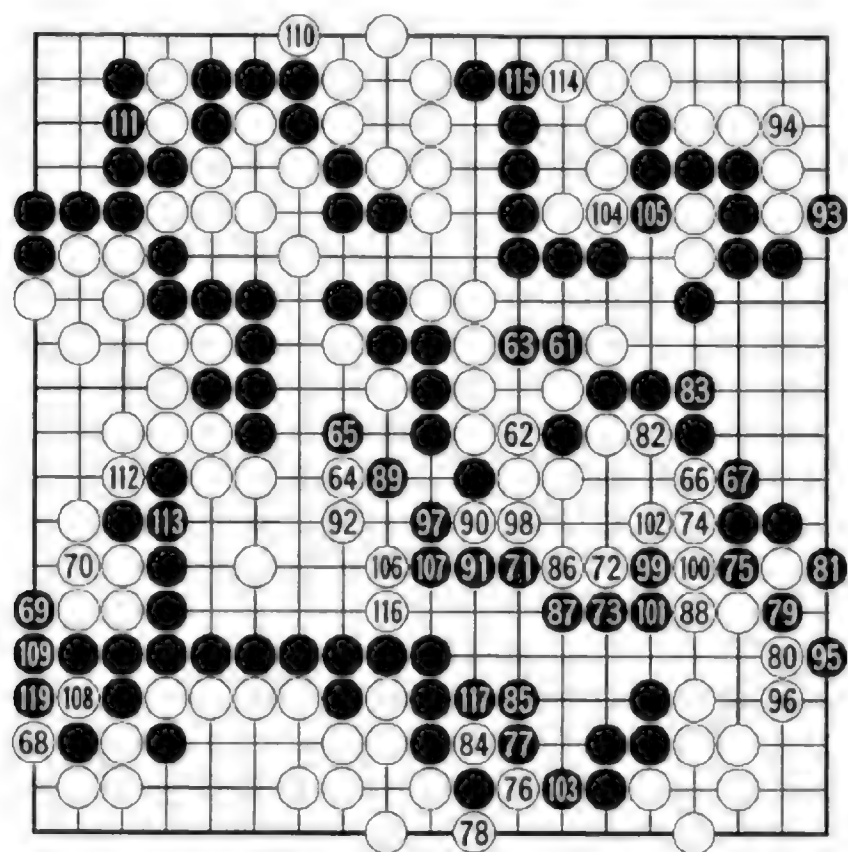


Figure 4 (161 - 219)

118: connects

play the combination of 1 and 3 in Dia. 10, reducing Black's side territory. After Black 23, Black can counter White 'a' with 'b'.

White 24. Played to eliminate the ko aji. Rin commented that since he was behind, perhaps he should have played 24 at 37, taking his chances with the ko. According to Shuko, however, Black would still have had a narrow lead even without playing the ko.

After 25 to 29, Rin had no chance of winning. Hashimoto played the endgame very tightly and ended up fifteen points ahead on the board.

Figure 4 (160 - 219)

White resigns after Black 219.

Game Three

White: Hashimoto Shoji

Black: Rin Kaiho

date: 20th December, 1979

Figure 1 (1 - 37)

White 18. White's natural continuation at the top is to attack with 'a'. If White answers Black 17 at 'b', Black will extend to 'c', thus nipping in the bud the influence White would hope to gain from 'a'.

White 20-26. A joseki invented by Kitani.

White 30 defends against an invasion at 'd'. Rin felt that White should have pressed at 32 immediately. After the sequence to 37, White could then attack at 'a', building up his moyo. Playing 32 after Black has erased the moyo with 31 is not so effective.

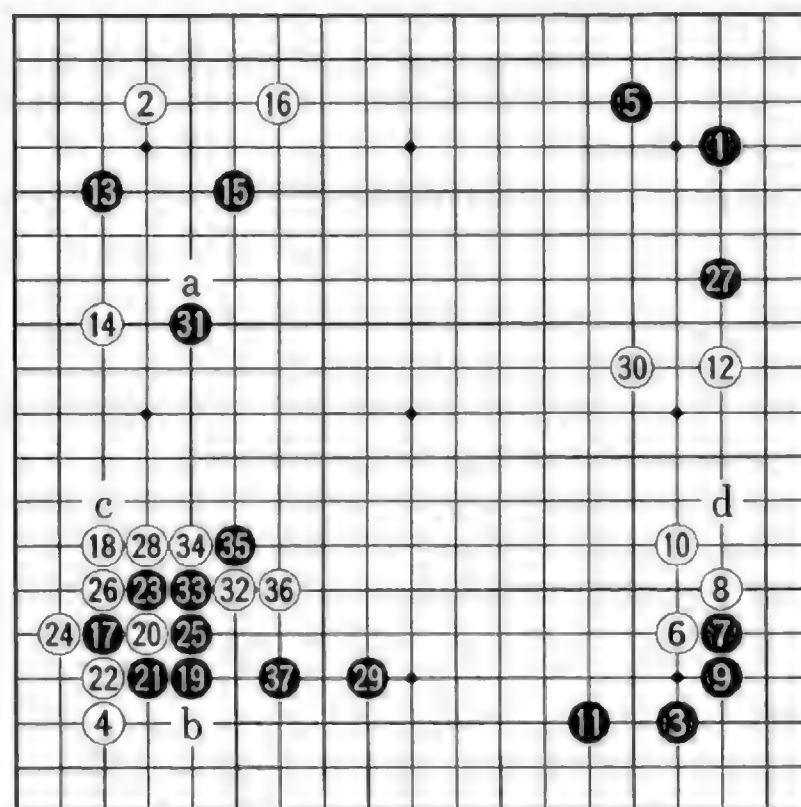


Figure 1 (1 - 37)

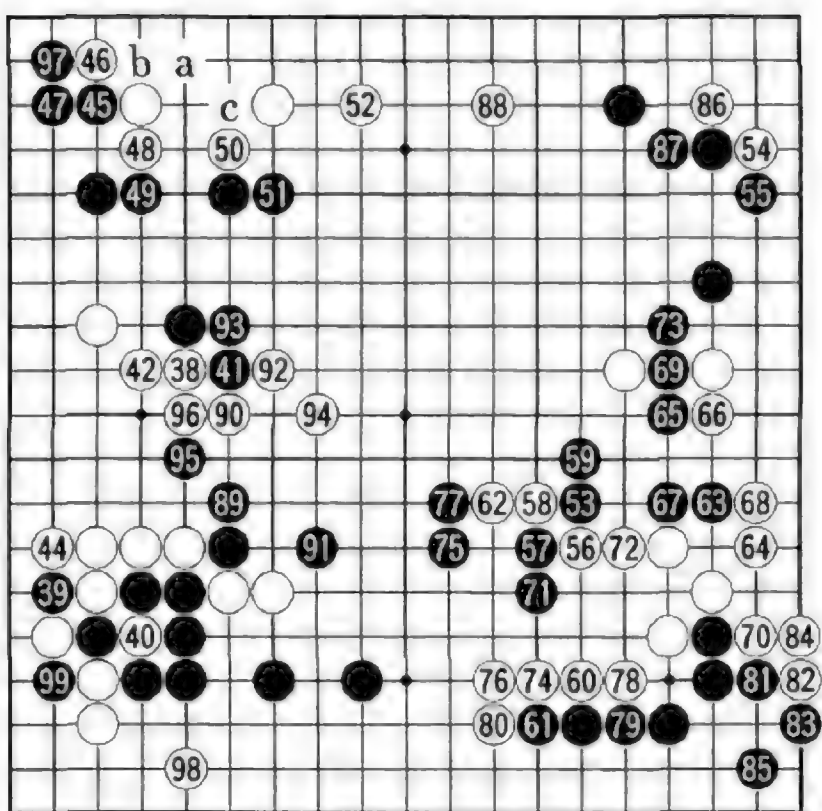
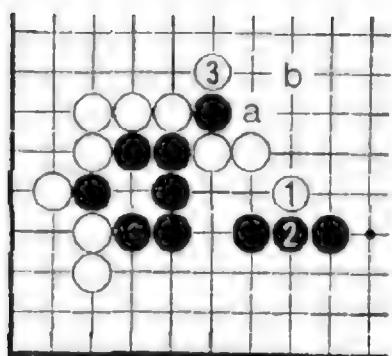
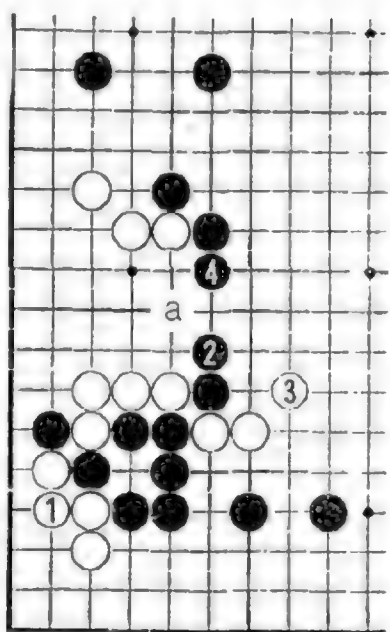


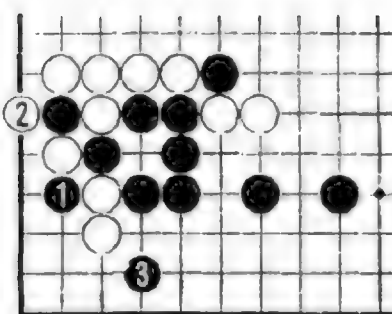
Figure 2 (38 - 100)
43: ko; 100: ko



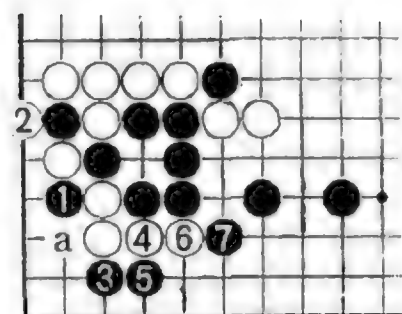
Dia. 1



Dia. 2



Dia. 3



Dia. 4

Figure 2 (38 - 100)

White 38 is a bad move. For one thing, the space between it and White's wall below is too narrow; for another, when Black cuts at 39, he gets an excellent ko threat at 41. Instead of 38, Shuko recommended the combination of 1 and 3 in Dia. 1, setting up a geta (if Black 'a', White 'b').

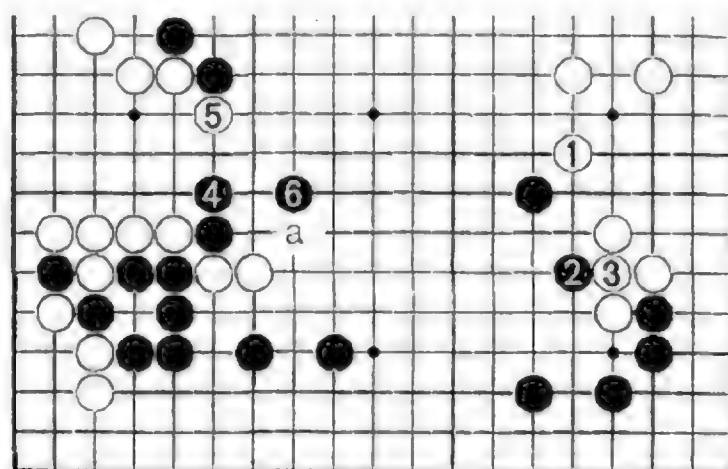
White 44. If White 1 in Dia. 2, Black will start a fight with 2. After Black 4, White would have to peep at 'a' to fix up the bad aji of his position on the side, but this would help Black a

lot in the centre. However, White 44 is not very satisfactory either, as Black can later play 1 and 3 in Dia. 3. Black could even aim at the more aggressive combination in Dia. 4. Playing at 'a' would be submissive and would let Black make a big gain in points, but White 4 and 6 would lead to a ko.

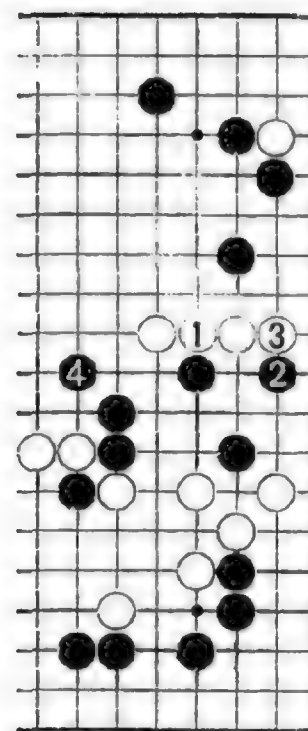
Rin commented that he made a gain equivalent to the komi in the exchange to 44. The culprit is White 38, which at this early stage set White on the path to defeat.

White 50 defends against Black 'a', White 'b', Black 'c'.

White 56. Defending peacefully with 1 in Dia. 5 is not enough. Black would force with 2, then rope off a large centre area with 4 and 6. If White 5 at 'a', then Black will play 5 and White will be in for a tough fight in the centre.



Dia. 5



Dia. 6

White 66. If at 69, Black can separate White with 2 and 4 in Dia. 6.

The result to 80 is satisfactory for Black as it maintains his lead. White has broken into his bottom area, but pushing through at 69 and building thickness in the centre make up for it.

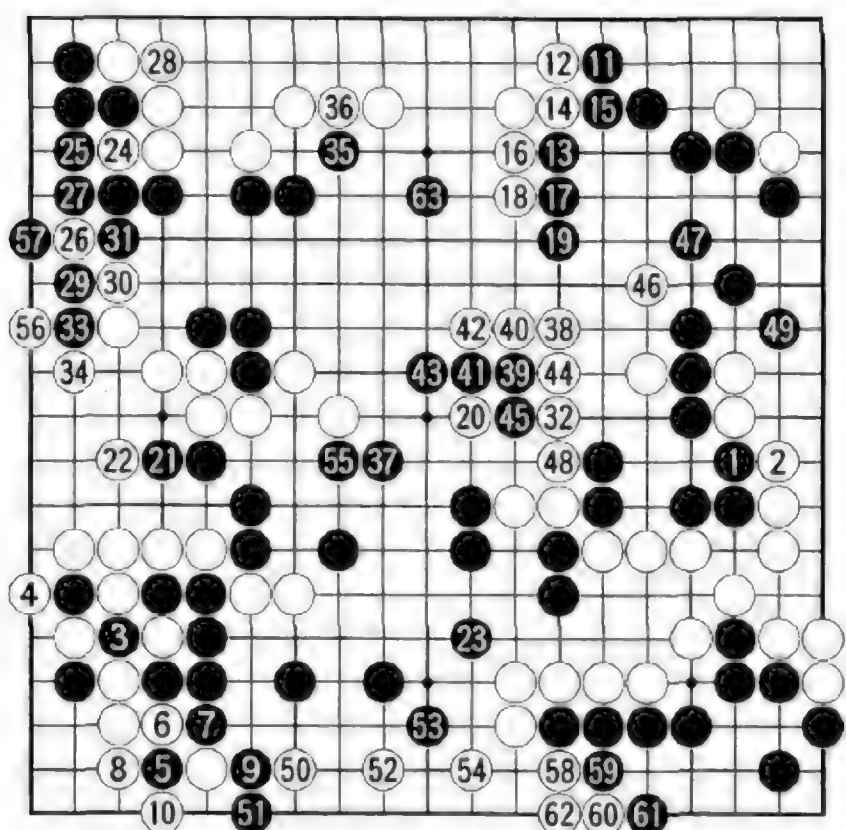
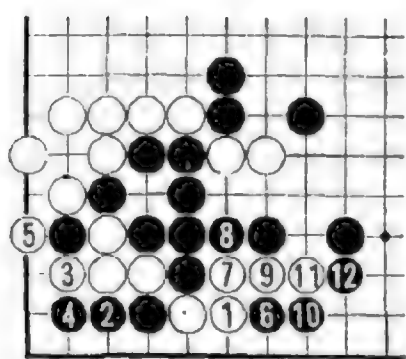
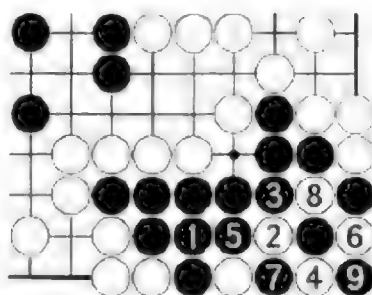


Figure 3 (101 - 163)



Dia. 7



Dia. 8

10: connects

Figure 3 (101 - 163)

White 8. White cannot extend at 1 in Dia. 7, as he is captured with Black 2 etc. This is where White loses points because of 44 in Figure 2.

Figure 4 (164 - 225)

Black 73. If at 1 in Dia. 8, White plays 2. If Black 4 next, he collapses when White plays 3,

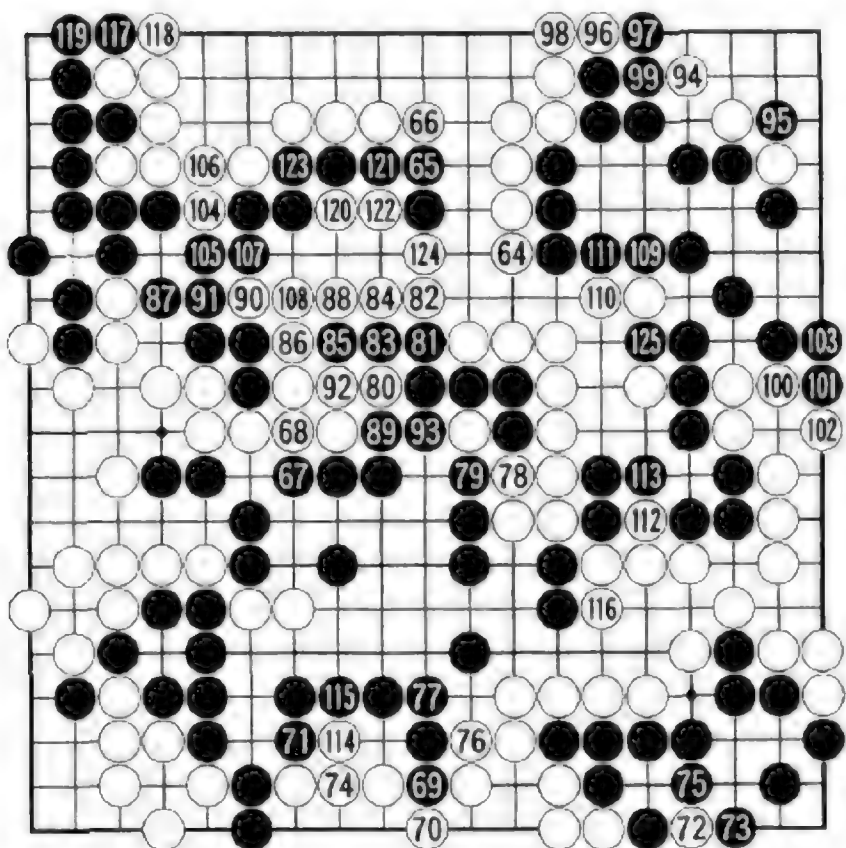


Figure 4 (164 - 225)

so Black 3 is the only move. However, Black loses all his corner territory, as he is reduced to minimum eye-space.

Although there were middle game complications in which a small slip could have caused an upset, this game was decided in the first skirmish of the game. Hashimoto never recovered from his setback in the bottom left corner.

White resigns after Black 225.

4th Kisei Title

In the first game of the title match, given in the previous issue, Fujisawa Shuko got off to a good start in his title defence with a brilliant win. He did make a blunder late in the game, but the challenger, Rin Kaiho, failed to take advantage of it. In the second game Shuko had more to worry about than just his opponent. On the morning of the game he had a severe attack of lumbago and was unable to get out of bed by himself. A pain-killing injection enabled him to get to the playing-room just a couple of minutes late, but at times during the game he still seemed to be in considerable pain, though he kept assuring everyone that his 'brain was unaffected'. Whether or not his lumbago was to blame, Shuko soon got into strife.

Game Two

White: Fujisawa Shuko

Black: Rin Kaiho

komi: 5½; time: 9 hours each

date: 30th, 31st January, 1980

played at the Miyako Hotel in Kyoto

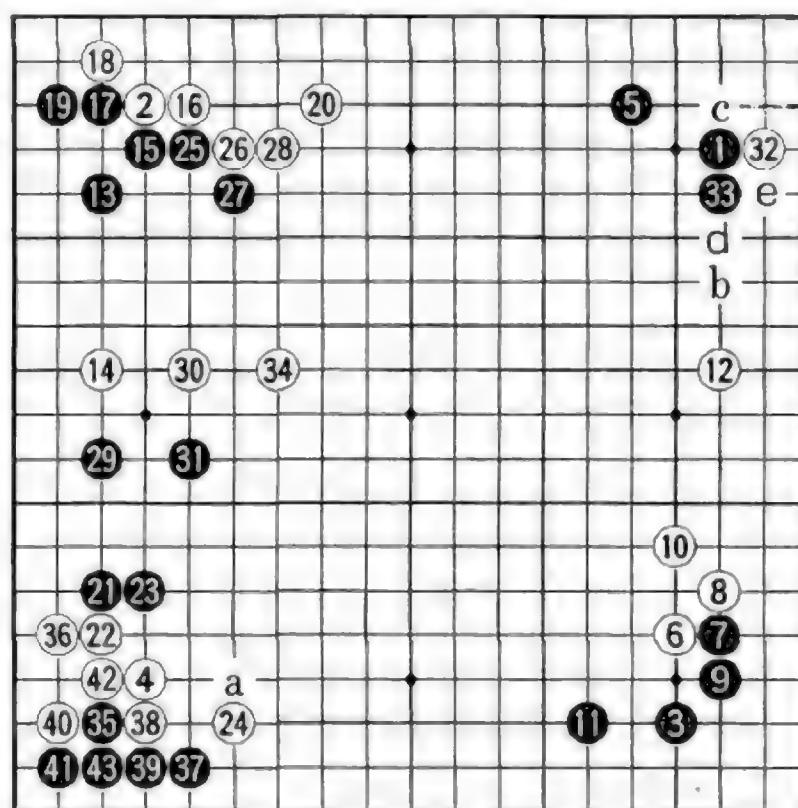


Figure 1 (1 - 43)

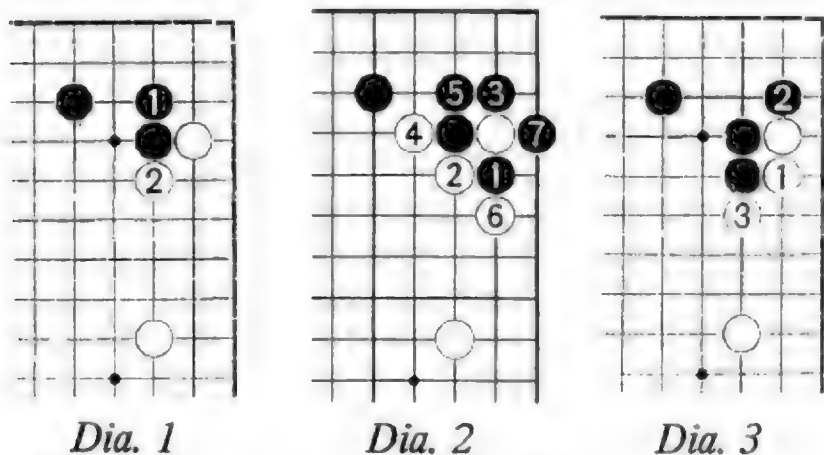
Figure 1 (1 – 43). A question of timing

The fuseki pattern of this game has become quite familiar recently. Both players played very quickly and Shuko took only nine minutes over his first thirty moves.

White 22. Shuko also considered 27.

White 24. The low move (rather than 'a') is correct because of Black's solid position in the bottom right corner.

White 32. The game began to slow up with this move, which Shuko considered for forty-seven minutes. This contact play has deep strategic significance, but its main aim is to reduce the value of a move by Black at 'b'. If White simply played at 34, omitting 32, Black would immediately play 'b', which would be the last large point of the fuseki. However, after the 32–33 exchange, White can live in the corner with White 'c', so Black 'b' would become pointless.

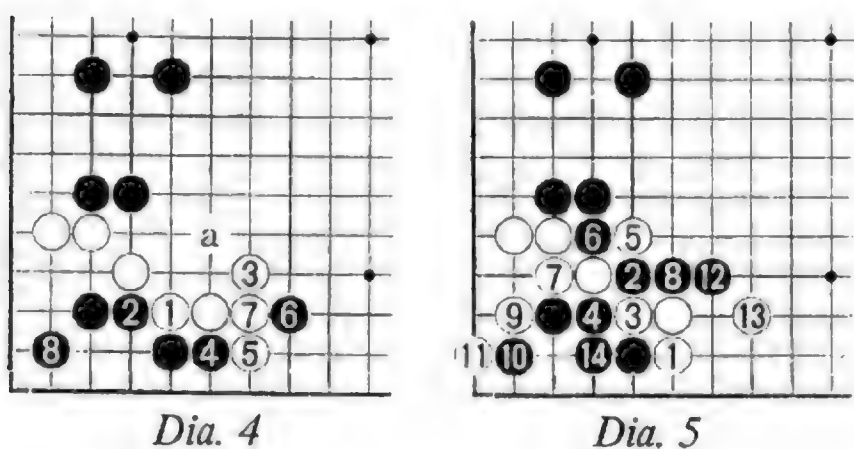


Black 33. If at 1 in Dia. 1, White would probably play 2 immediately. If at 1 in Dia. 2, White would force with 2 to 6, then switch to 34, satisfied with having made an effective forcing move.

White's continuation after Black 33 is 1 and 3 in Dia. 3. If this sequence is played, then White gains by having played 32 in the figure rather than 'd'. On the other hand, he loses a stone outright if Black later plays 'e', so one has to be careful about the timing of moves like 32.

White 38. The only move – the alternatives in Dias. 4 and 5 are not satisfactory.

Dia. 4. If White 1, Black takes the vital point with 2. White has to defend with 3, so Black



Fujisawa Shuko

Born in Yokohama on 6th June, 1925. Given name was Tamotsu, but later changed this to Hideyuki. However, he is almost universally known as Shuko, an alternative reading of the characters used to write Hideyuki. Became shodan in 1940, 9-dan in 1963. Won the 1st Prime Minister's Cup in 1957, the 1st Nihon Ki-in Number One Position tournament in 1959, the 5th Top Position tournament in 1960, the 1st Meijin tournament in 1962, the 2nd Pro Best Ten in 1965, the 10th Igo Championship in 1966, the 15th Oza title in 1967, the 16th Oza and the 5th Pro Best Ten in 1968, the 17th Oza, 16th NHK Cup and the 1st Haya-go Championship in 1969, the 9th Meijin title in 1970, the 1st Tengen title in 1976 and the 1st Kisei title in 1977. Shuko defeated Hashimoto Uтарo 4–1 in the 1st Kisei title match and has since defeated Kato 4–3, Ishida 4–1 and now Rin 4–1. Fujisawa Hosai, though five years older, is his nephew.

lives with 4 to 8 and also has a good forcing move at 'a' available for later. White does not get enough outside thickness to compensate.

Dia. 5. White 1 here is much worse, as Black counters with the tesuji of 2. The continuation is forced. White has to give Black splendid outside thickness and is not even able to capture Black's corner stones cleanly once Black connects at 14.

The moves to 43 were forced. However, White made a serious mistake with his next move and at one stroke his opponent took a commanding lead.

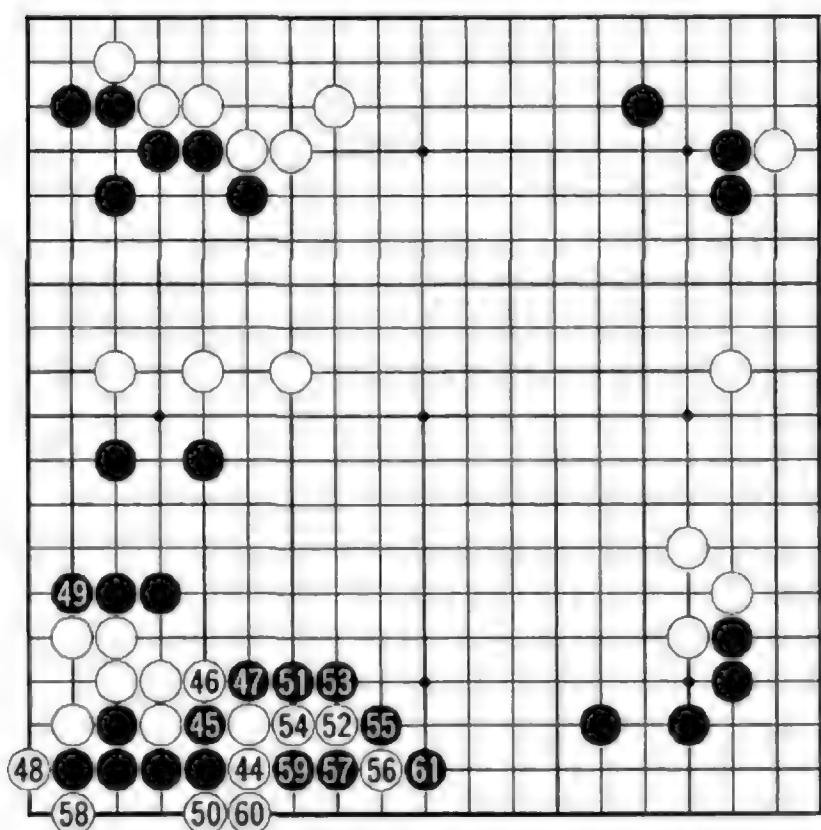
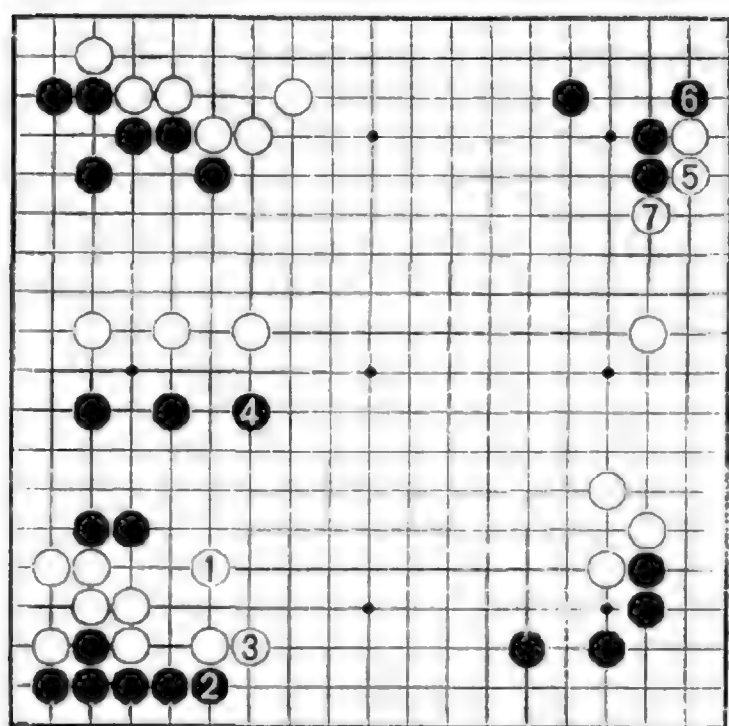


Figure 2 (44 - 61)

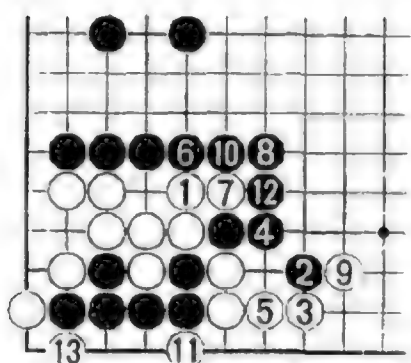


Dia. 6

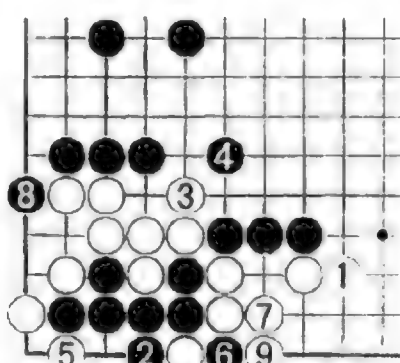
Figure 2 (44 - 61). A resignable position

White 44, permitting Black to cut with 45 and 47, is a bad overplay. White should play the peaceful combination of 1 and 3 in Dia. 6, letting Black live with 6. Black would reinforce with 4 next, so White could switch to the top right with 5 and 7. This would give a leisurely game.

White 50 is another mistake, as White should poke his head out with 1 in Dia. 7. Black will



Dia. 7



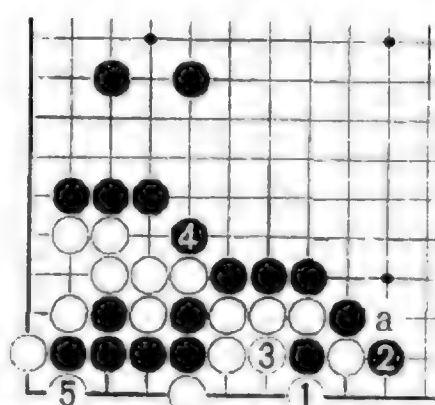
Dia. 8

counter with 2, leading to the sequence to 13, but this is better than the result in the figure (though still favourable for Black, of course), because at least White has not been sealed in on the right.

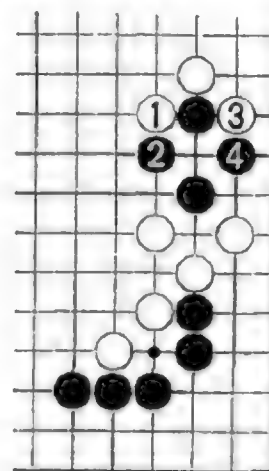
White 54. Having to backtrack like this is painful, but White has no choice. If he were obstinate enough to extend at 1 in Dia. 8, Black would be able to get an approach-move ko with 2 etc.

White 58. White has to submit once again. If he captured with 1 and 3 in Dia. 9, Black would force with 2 and 4, then switch to 64. The cut by White at 'a' is too small to worry about.

The result to 61 is clearly a huge success for Black. Shuko commented later that he felt like resigning there and then.



Dia. 9



Dia. 10

Figure 3 (62 - 100). Complications

Black 67, 69. Black is trying to finish up the game as quickly as possible. He would welcome the ko in Dia. 10, as he has two absolute ko threats at 'a' and 'b'.

Black 71. Rin commented that this should be at 'c', as White 72 becomes the vital point. All the

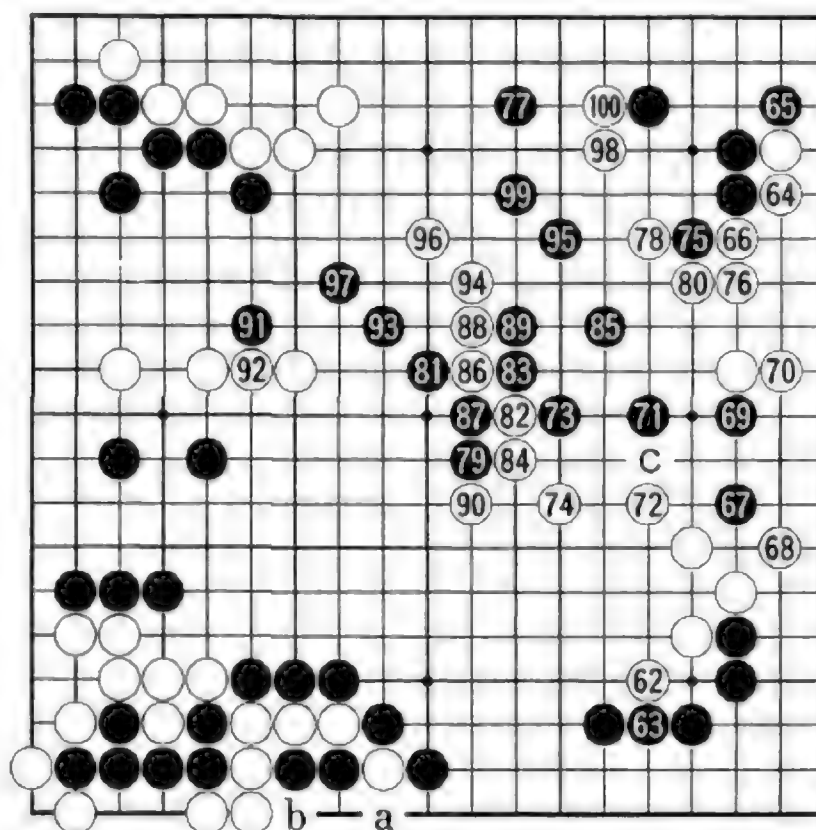
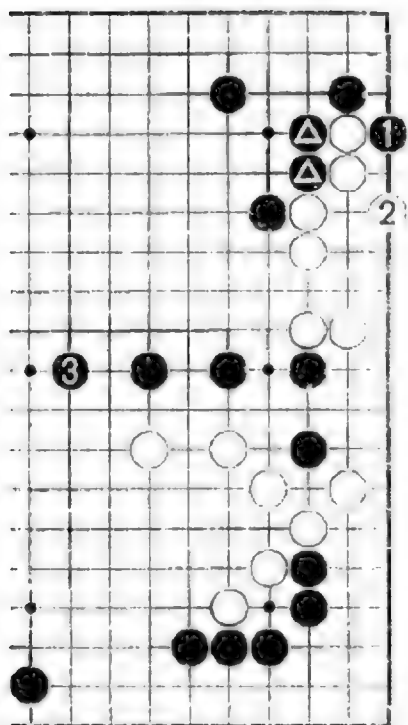
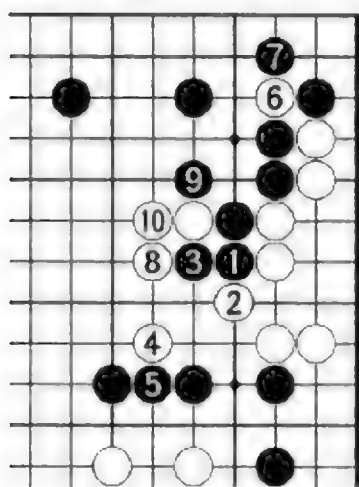


Figure 3 (62 - 100)



Dia. 11



Dia. 12

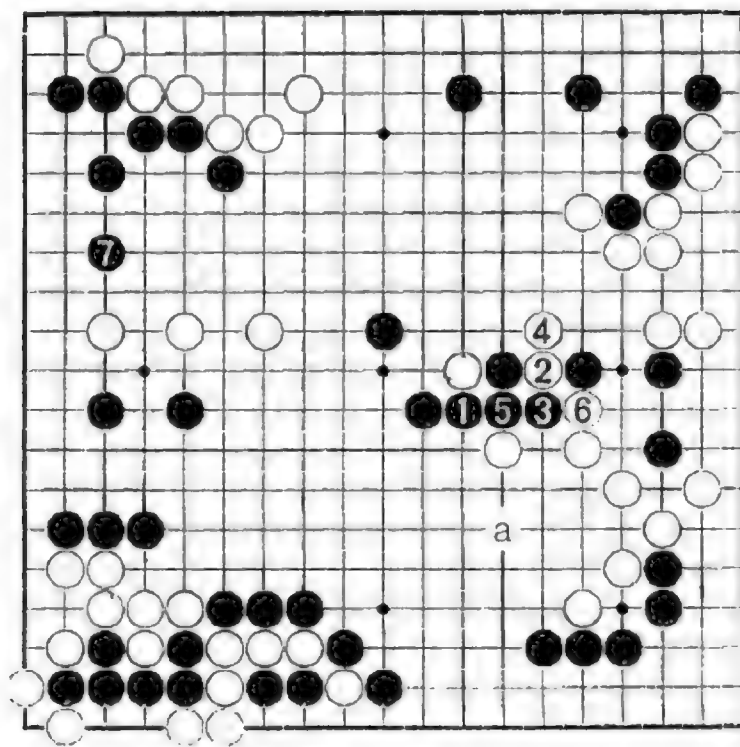
same, the result here, with Black driving a wedge through the middle of White's main position, is good for Black.

Black 77 is a little greedy. Black is already far ahead in territory, so instead of going for more, he should simply jump out at 3 in Dia. 11, keeping one step ahead in the centre. Before that, he can make an effective forcing move at 1. Since the ▲ stones are captured later, forcing with 1 now is all the more valuable.

White 78 invites Black to intercept with 1 in Dia. 12. The result to 10 would be good for White.

Black 79. Jumping to 87 would be more solid. More of a problem, however, is Black's next move. This should be at 86, but apparently Rin overlooked White's severe attack at 82.

Black 83. This was the sealed move at the end of the first day and Rin took an hour and six minutes to make up his mind. White is obviously inviting Black to intercept with 1 in Dia. 13, in which case he counters with the tesuji of 2. Black is forced to sacrifice his three stones on the side. Rin was obviously reluctant to do this, but according to Kato and Ishida, this sacrifice would





Shuko seems to have enjoyed his lunch. At one stage he had given up hope, but now he was back in the game with a vengeance.

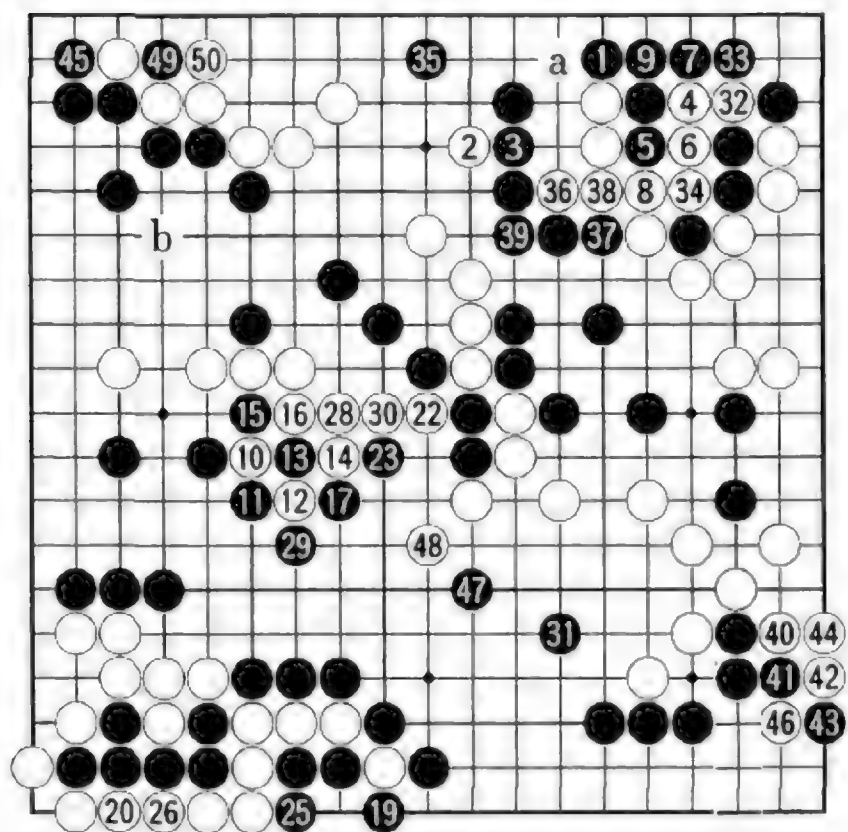
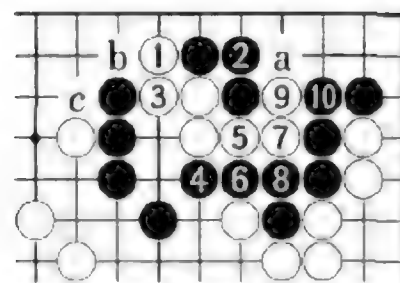


Figure 4 (101 – 150)
ko: 18, 21, 24, 27

Figure 4 (101 – 150). Rin's mistaken calculation
When Black made the hane at 1, Shuko realised that he had been misreading the position here. He had thought that he could answer Black 1 with



Dia. 14

'a', that is, 1 in Dia. 14, but the result would not be favourable.

Dia. 14. If White 1, Black counters with 2 to 10. If next White 'a', Black 'b' kills White; if instead White 'b', then Black 'a' and White 'c' follow, but this would give Black sente to switch to 13 in the figure.

Shuko switched to 4 in place of Dia. 14, but the sequence to 9 helps Black more than White, as it stabilises Black's group, while White does not have time to capture with 32, for Black would force with 33, then attack at 13. White should have omitted the whole sequence to 9, thus keeping open the threat of 'a' for later.

Black challenges White to a ko with 17, relying on his two ko threats at 19 and 25, but although he wins the ko, the result is not necessarily favourable. White captures two key stones with 22 and 30, thus securing all his unsettled groups.

Black 31 is the losing move: 32 is bigger. Rin admitted after the game that he had estimated the value of 32 at around fifteen points, but actually it was more like twenty. Black 31 is worth nowhere near twenty points.

White 40. White should play at 45 or attack at 'b'.

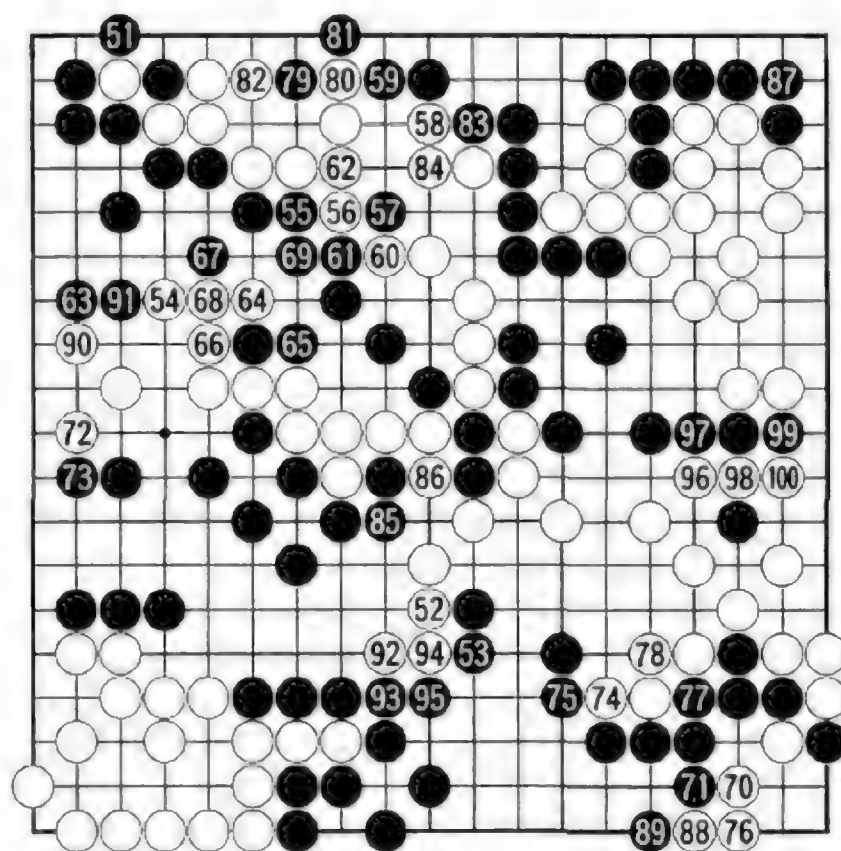


Figure 5 (151 – 200)



The strain of nursing that half-point win shows on Shuko's face at the end of the second game. The sympathetic onlooker is Hashimoto Shoji.

Figure 5 (151 – 200). *Ishida's assessment*

White 54. Another oversight by Shuko. After White 56, he expected Black 61 – White 57, but Black counters with the clamp at 57. This stone proves to be an effective sacrifice. White should simply have played 54 at 59.

Black 73. Hashimoto Shoji maintained that a hane at 76 would have been bigger and that it would have thrown the result into doubt. Once White plays 76, victory is assured.

White 86. At this point Ishida Yoshio, who gave a public commentary on the game at the Nihon Ki-in, asserted that White had a certain win by half a point. He also added that if the result turned out differently, it would not be his fault but that of the players. It would be nice to have his self-confidence.

Figure 6 (201 – 269). *One last scare*

The result of the game was exactly as Ishida predicted, but the final scenario was not perhaps quite what he had in mind. When Rin played 267, Shuko suddenly exclaimed that he had blundered again. 'Terrible', he groaned. 'Thrown away a point! How can I call myself a professional?' The reason for his agonising was that if White had

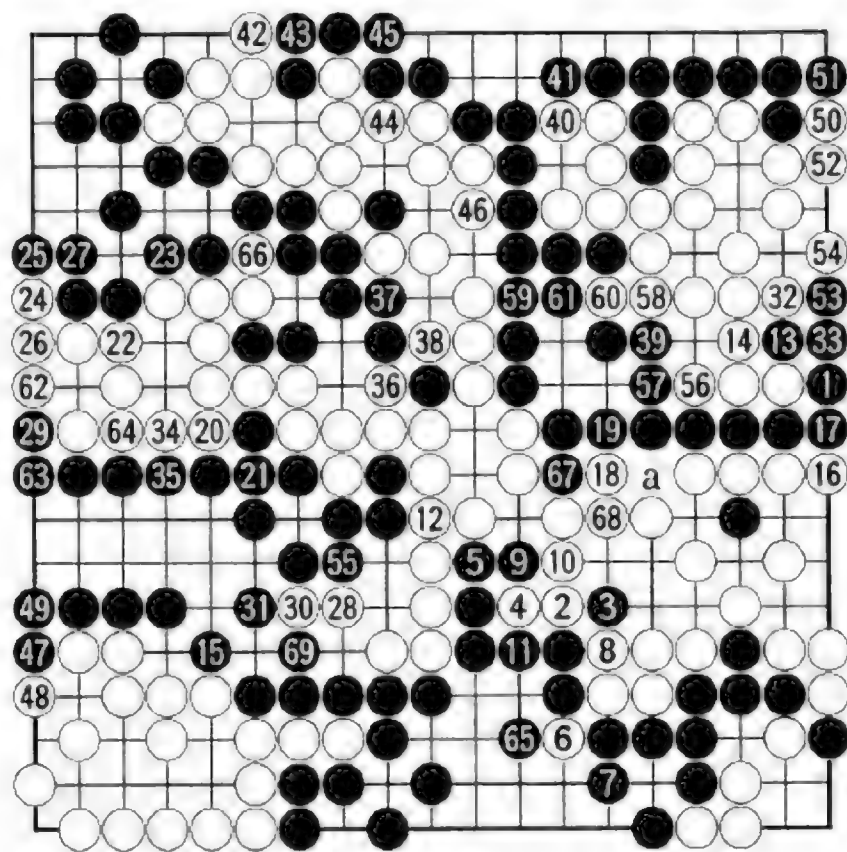


Figure 6 (201 – 269)

played 266 at 'a', he would have gained a point, thus winning by one and a half points. This does not mean that Ishida was out in his calculations, however, since actually Rin had gone wrong with the previous move. He could have played 265 at 'a' in sente, thus gaining a point. Correct play would therefore have given a half

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point result anyway. Fortunately for Shuko, the errors cancelled each other out, but it was a while before Shuko calmed down after this alarm. It undoubtedly took Rin much longer to recover from the shock of letting slip a game in which at one stage he had had such a commanding lead.

White wins by ½ point.

Time taken. White: 8 hours 55 minutes

Black: 8 hours 58 minutes

Game Three

White: Rin Kaiho

Black: Fujisawa Shuko

date: 5th, 6th February, 1980

played in Kagoshima

Figure 1 (1 – 43). *A blindspot*

Black 15. Shuko dislikes the 'standard' joseki shown in Dia. 1, as pushing up with 1 etc. there means that Black is always one step behind White. In Dia. 1 Black can aim at attacking later at 'a' (see 'Dictionary of Basic Joseki', Vol. 3, p. 15), which he cannot do in Shuko's variation, but Black does have a good continuation at 'a' in the figure, aiming next at 'b'.

White 16. If at 33, Black 'c' would be just the right distance from Black's position at the bottom.

White 18. Rin also considered invading the corner at 'd'. His aim with 18 was to make Black's position below over-concentrated, but at the same time he ran the risk of making his own stones heavy.

White 28 is a little heavy. Rin commented that

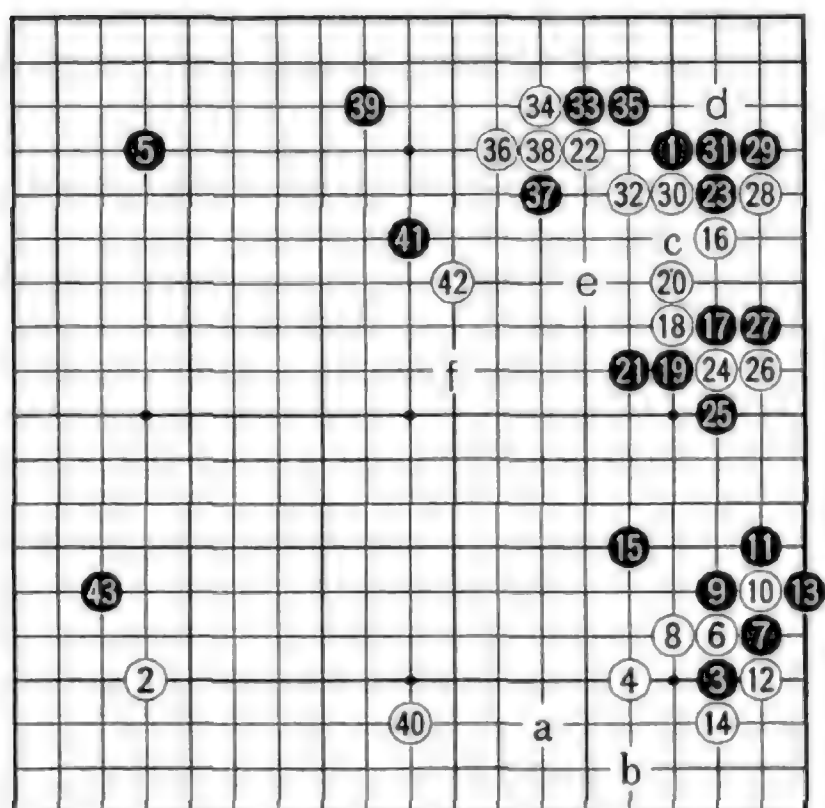
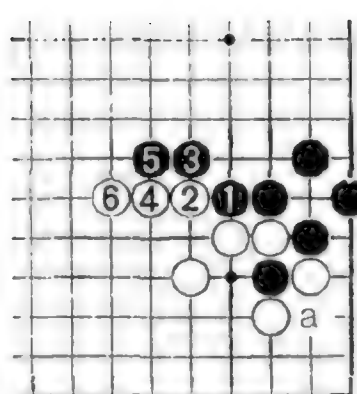
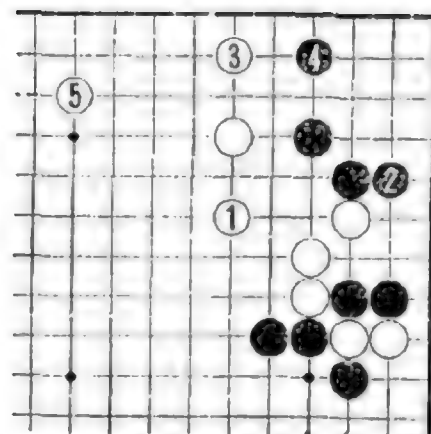


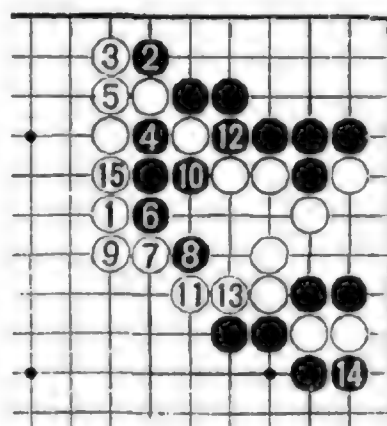
Figure 1 (1 – 43)



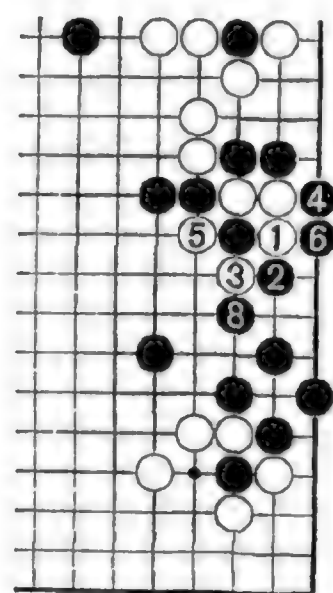
Dia. 1



Dia. 2



Dia. 3



Dia. 4

7: connects

he should have followed Dia. 2, which would have given a leisurely game.

Black 37 – White 38. A careless exchange. Both players overlooked the fact that White could have played 38 at 1 in Dia. 3. Black can escape if he really wants to, but doing so would give White an excellent move at 7. Black barely manages to extricate himself, but at the cost of giving White excellent thickness. Black would therefore just give up his stone after White 1 and switch elsewhere. His replying at 38 transformed 37 into a good move which is useful to Black later on.

Black 39 is an excellent move. Kato and Takemiya agreed that Black had taken the lead. Incidentally, note that it is too early for White to attempt to do anything with his two stones on the right side. He would just get into trouble by playing 1 in Dia. 4, for after Black 2 to 8, his group would be heavy and would make a good target for Black to attack. However, the aji of this sequence helps to ensure life for the white group above.

White 42. White cannot permit Black to seal him in with 'e'. Also, if White later plays 'f', he could play the sequence in Dia. 4.

Black 43. The last large point of the fuseki. The game is going well for Black.

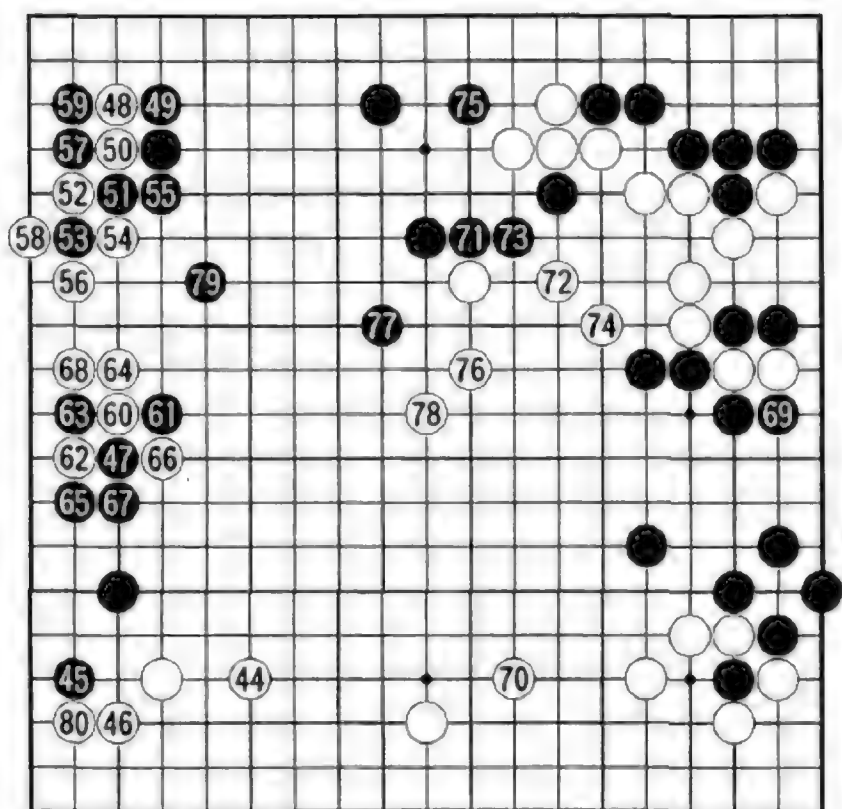


Figure 2 (44 - 80)

Figure 2 (44 - 80). A won game for Black

White 60. White is not satisfied with the ordinary move at 64. If Black answers 60 with 1 in Dia. 5, White intends to make shape with 2 to 10.

White 62 is a bad continuation, as the result to 68 is satisfactory for Black. Instead of White 62, simply pulling back at 64 (if Black 66, then White 79) would be preferable. In the figure White just helps Black to get eye-shape and also loses sente.

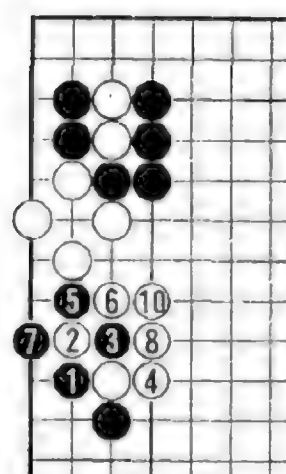
Black 69 is the solid kind of move Shuko likes; it destroys all White's aji here and also takes away White's eye-base.

White 70 is essential to maintain territorial balance. The white group at the top right will have to look after itself.

White 74 was regretted by Rin as a 'mediocre move'. Instead he should have sought immediate life with 1 etc. in Dia. 6. This would give Black a good move at 4, creating central thickness, but at least White would be able to secure his group with 5 and 7, while also creating the aji of a hane at 'a'. Kato Masao (the referee for this game) also advocated following Dia. 6. White 74 lets Black take the vital point of 75, while White has to flee into the centre by playing on dame points (i. e. points with no territorial value).

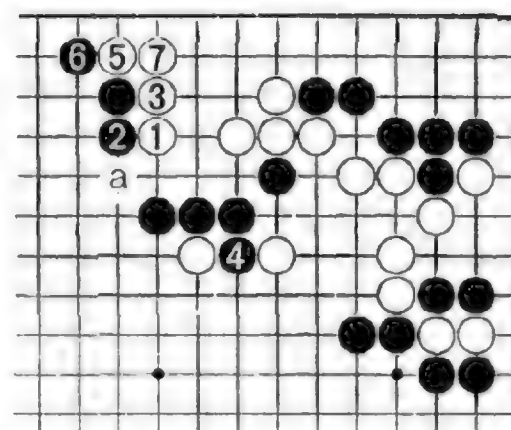
Black 77, 79. An excellent combination which surrounds a large area at the top. The position is just about unloseable for Black.

White 80. The biggest move — worth more than ten points.



Dia. 5

9: connects



Dia. 6

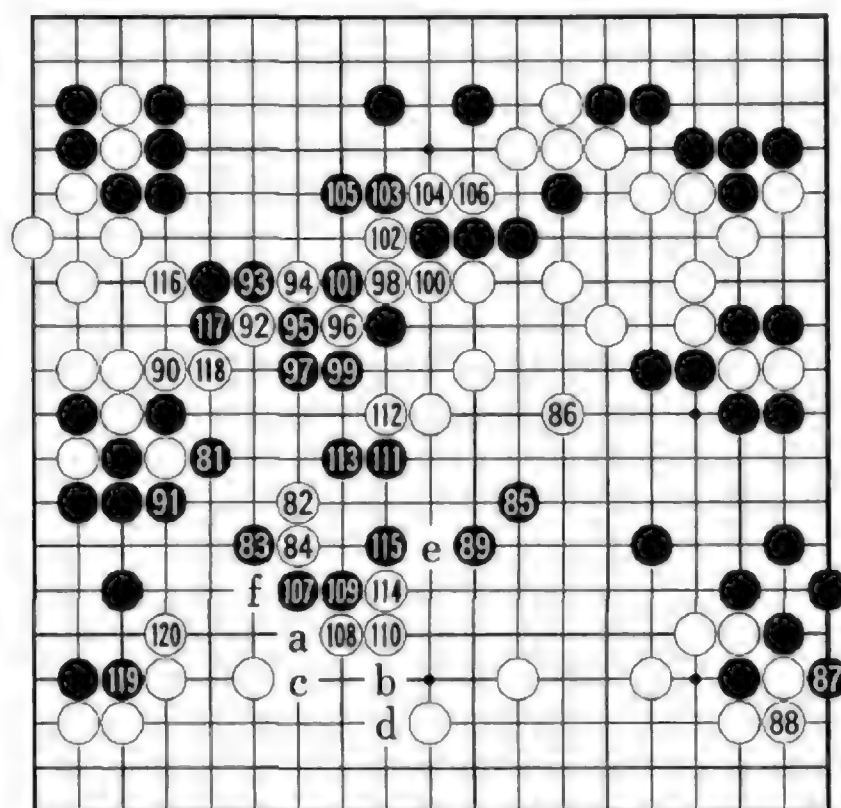


Figure 3 (81 - 120)

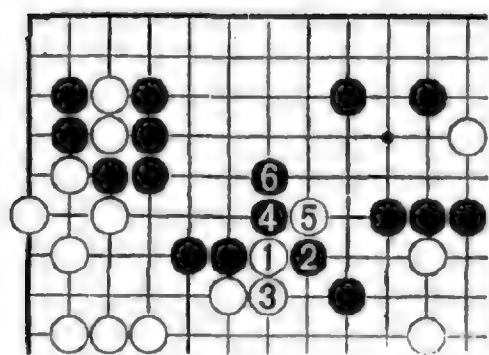
Figure 3 (81 - 120). Losing an unloseable game

White 82, 84. White does his best to take a large centre, but the position is hopeless when Black sweeps in with 85.

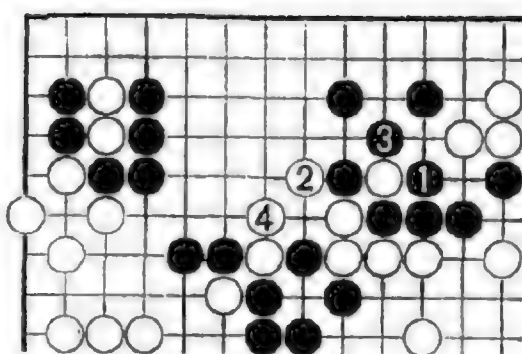
Black 95 demonstrates that there is no such thing as a 'won game' until the final counting. This mistake undoes all Shuko's good work so far. Instead of cutting at 95, Black should answer peacefully with 2 in Dia. 7. White has to connect at 3, so Black can defend his territory with 4. If White 5, Black just pulls back at 6 and nothing happens. This sequence would have kept Black ten points ahead on the board.

White 98 and 100 are a clever combination to which Black has no answer. When White plays 104, Black has to give up his four stones. If he resists with 1 in Dia. 8, White makes an even bigger dent in the top with 2 and 4.

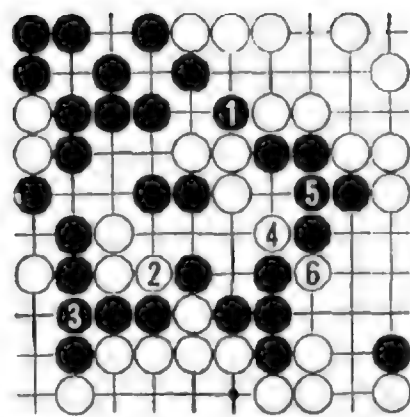
Black 107 is also bad. If Black had played at 'a' or 'b' (if Black 'a', White 'c' and Black keeps pushing across; if Black 'b', White 'd' and Black



Dia. 7



Dia. 8



Dia. 9

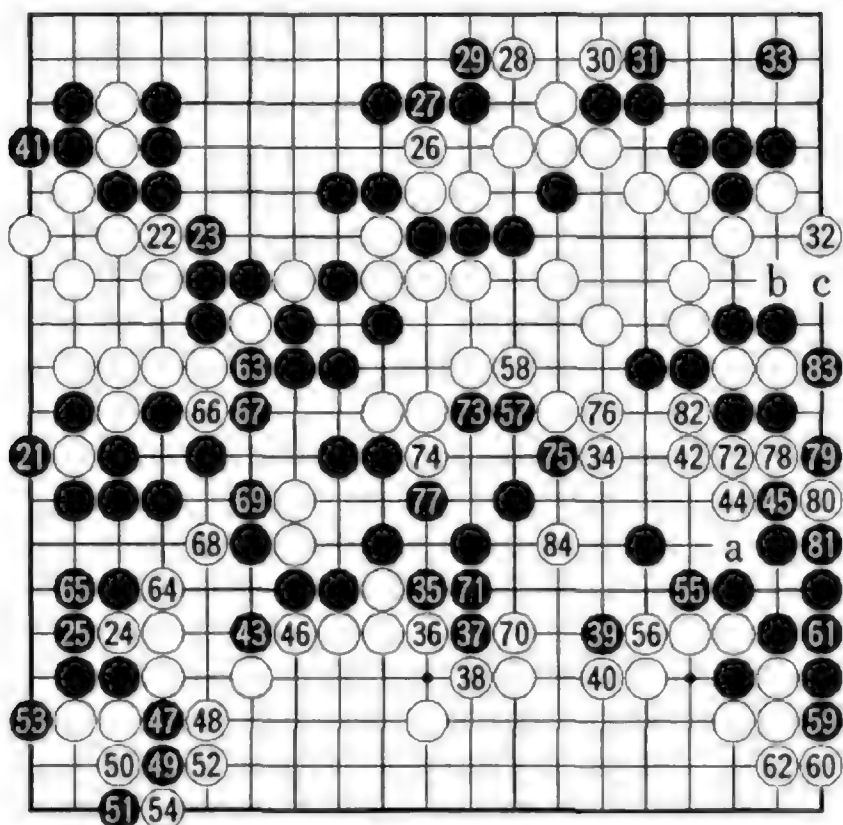


Figure 4 (121 - 184)

'c' follow), he would still have been in the game. Capturing two white stones with 111 is surprisingly small. After 115, White still has the aji of 'e' and 'f'.

Figure 4 (121 - 184). Rin's turn

Black 77. Black cannot cut at 1 in Dia. 9, as he would be captured in the sequence to 6.

After White 84, Black can live with 'a', for if White throws in two spaces to the left of 83, Black secures his group with 'b', then 'c'. However, there is no point in continuing, for Black is behind by the komi. Considering how brilliantly he played up to 95, this must have been a disappointing result for Shuko, but after his upset in the second game, it was Rin's turn for a lucky win.

Black resigns after White 184.

Time taken. White: 8 hours 8 minutes

Black: 8 hours 53 minutes

Game Four

White: Fujisawa Shuko

Black: Rin Kaiho

date: 20th, 21st February, 1980

played in Kanazawa City

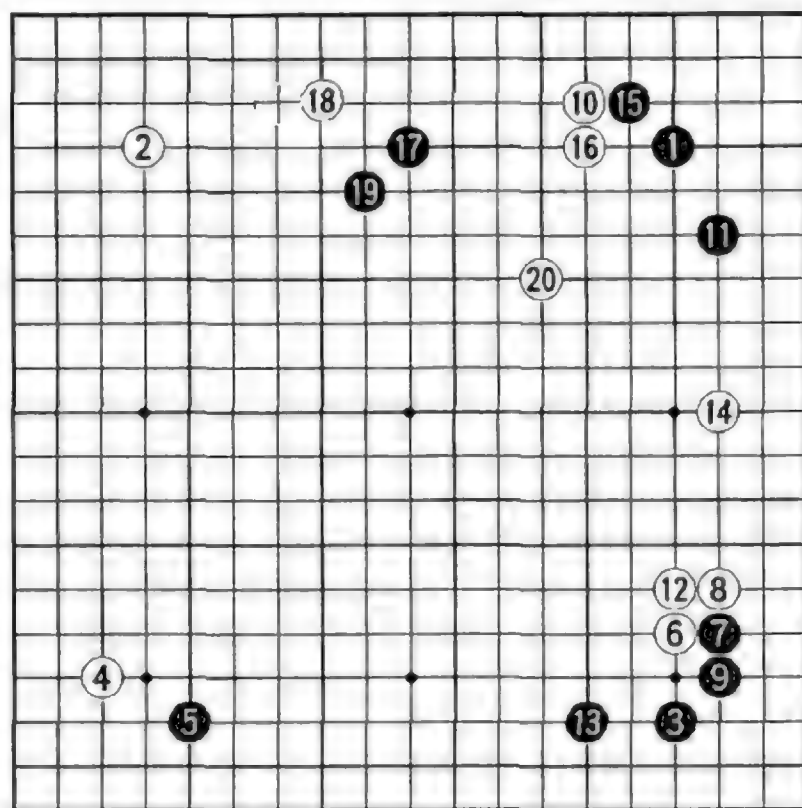
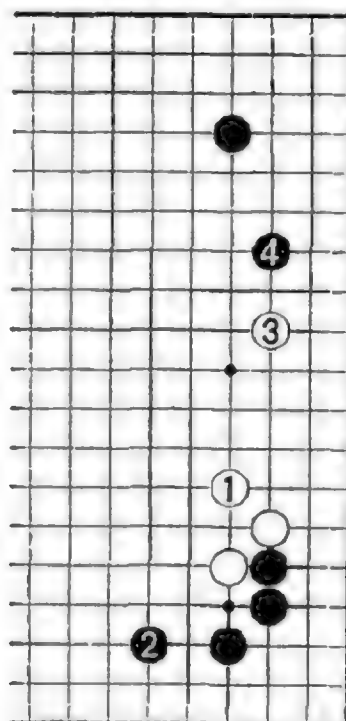


Figure 1 (1 - 20)

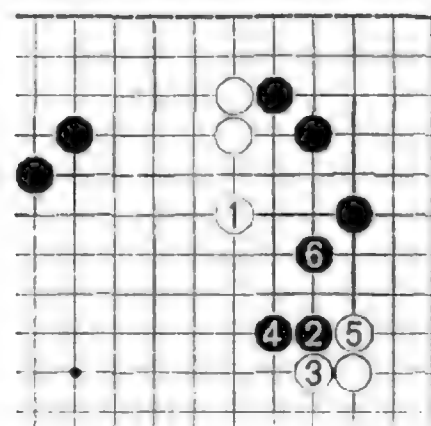
Figure 1 (1 - 20). Fuseki strategy

White 10. If White plays 1 in Dia. 1 immediately, Black will play 4 after White extends to 3. This is one of Rin's favourite fuseki patterns, which is why Shuko wanted to avoid it.

White 20. White 1 in Dia. 2 would give Black an excellent shoulder-hit at 2.



Dia. 1



Dia. 2

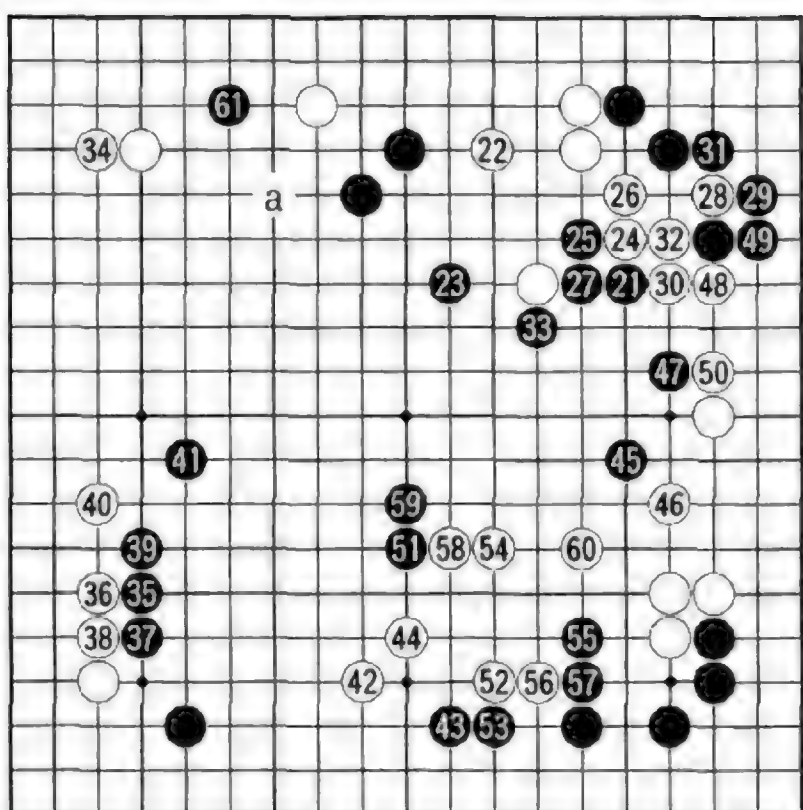


Figure 2 (21 - 61)

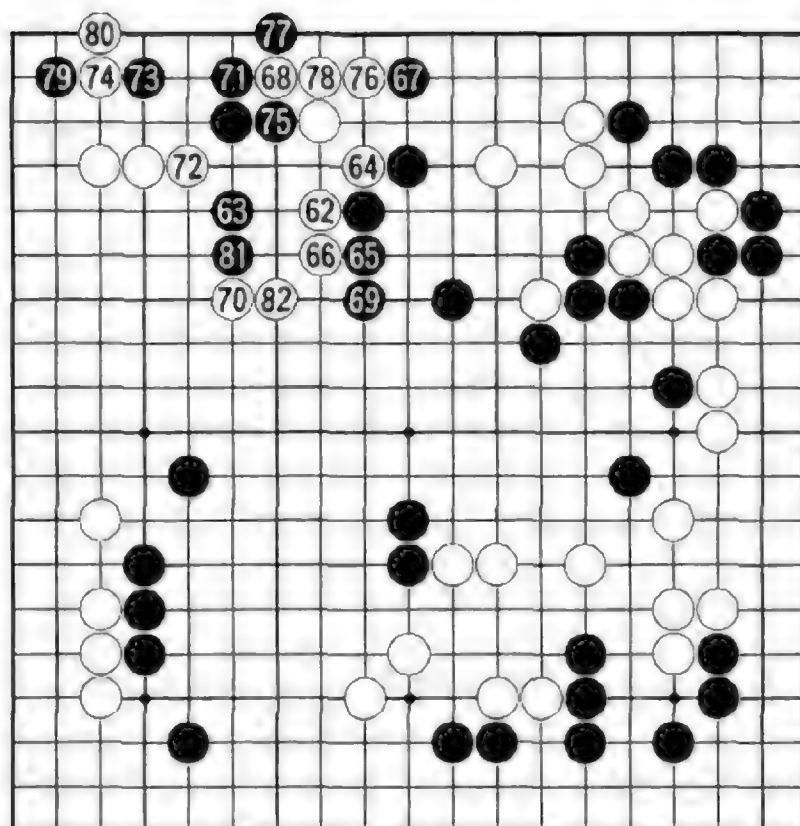
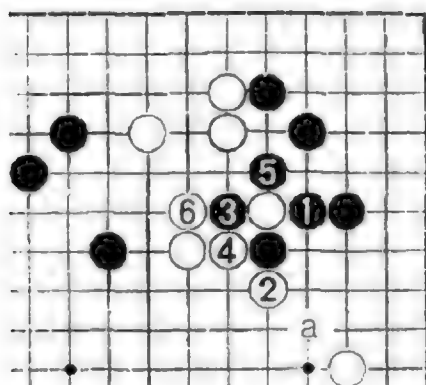
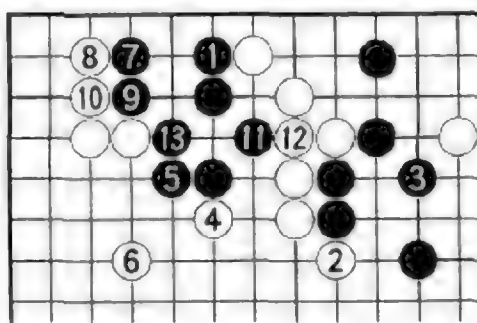


Figure 3 (62 - 82)



Dia. 3



Dia. 5

Figure 2 (21 - 61) *Black leads.*

Black 25 is aggressive. More peaceful, and more in keeping with Rin's usual style, would be Black 1 in Dia. 3. After the sequence to 6, Black could aim at playing through at 'a'.

White 44. A slack move, according to Shuko, as it gives Black an excellent capping move at 51. Instead, White should attack at 1 in Dia. 4. After the sequence to 8, he could switch to 'a' in the figure.

Black 61. The sealed move. If this invasion succeeds, Black should win, as he is a couple of points ahead already.

Figure 3 (62 - 82). *A resolute invasion*

Black 69. Black could live if he blocked at

1 in Dia. 5, but permitting White 2 would be painful. Extending at 69 is essential.

White 82. Shuko's conclusion was that he could not capture Black, but he felt that there was no other way to play.

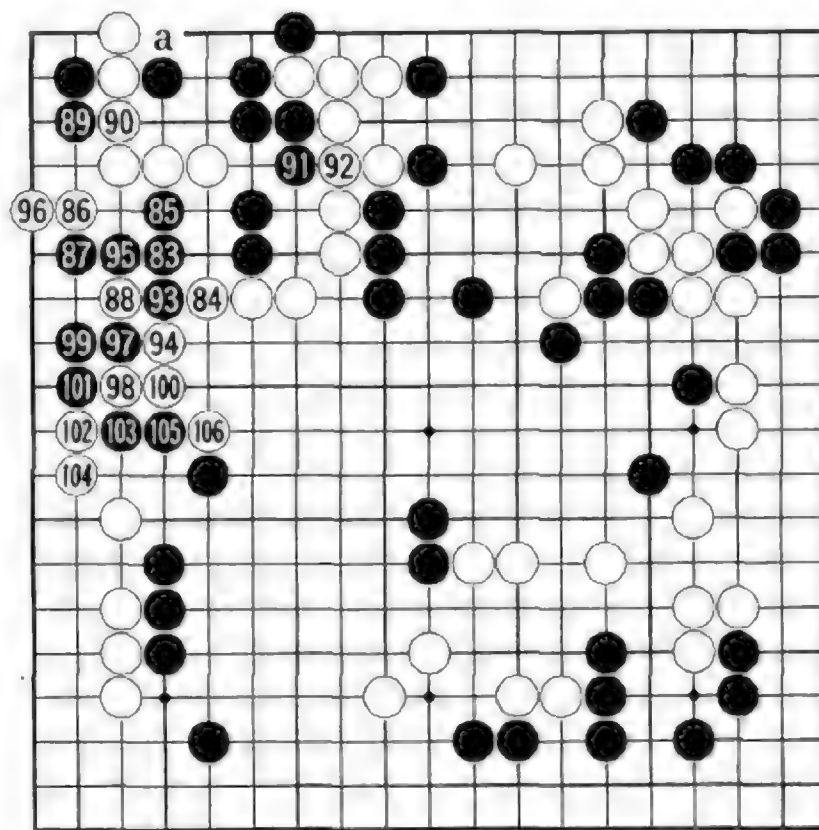
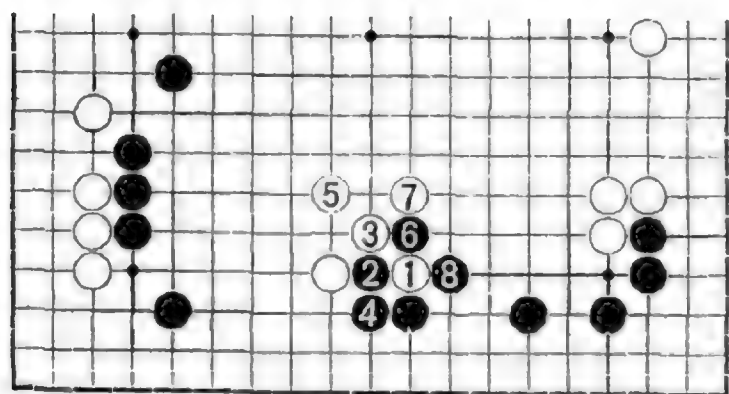


Figure 4 (83 - 106)

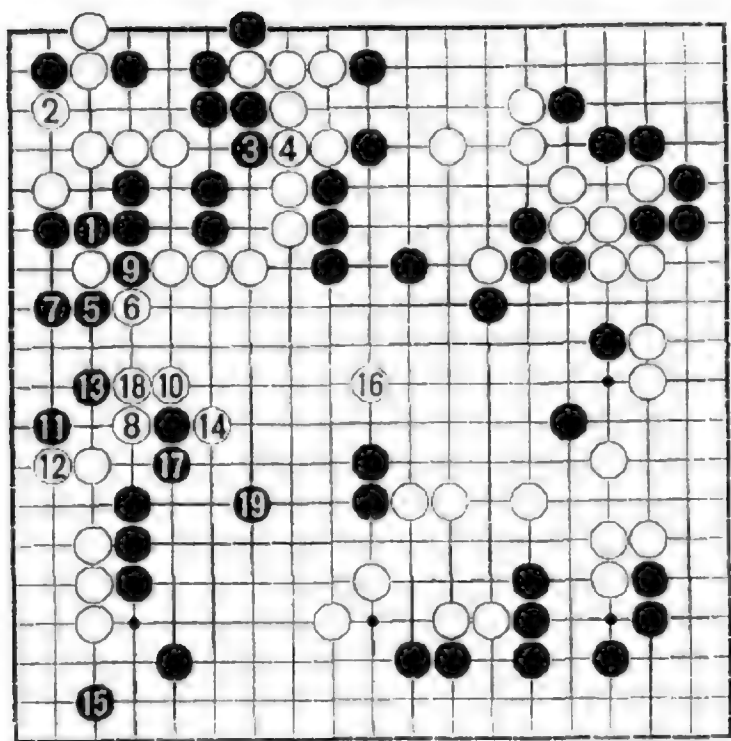
Figure 4 (83 - 106). *A lucky win*

Black 89. The losing move; Rin was suffering from a hallucination concerning the number of White's liberties in the corner. The exchange of 89 for 90 means that Black 'a' ceases to be sente, so Black loses the eye in gote that he had here. Instead of 89 -

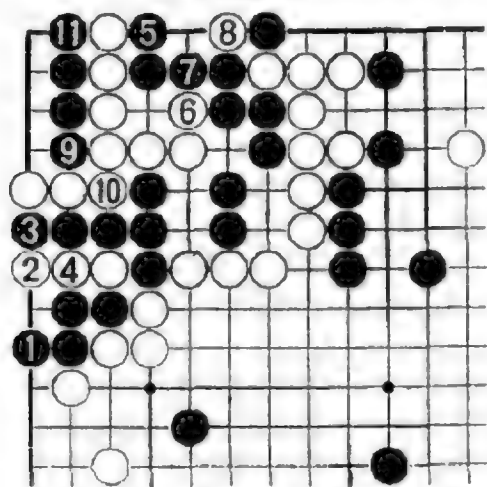
Dia. 6. Connecting at 1 is the only move. White must play 2 to live, so after forcing with



Dia. 4



Dia. 6



Dia. 7

3, Black could move out with 5. If White continues to attack with 8, Black would live up to 13, after which the continuation to 19 could be expected. When Shuko played 82, he had expected this result and in his opinion it would have left Black about ten points ahead on the board, though the game would have been far from over.

Black 103. When Rin played 89, he had planned to start a capturing race in the corner by playing 103 at 1 in Dia. 7 in the belief that he won the fight. However, White is clearly ahead after the sequence to 11: the four black stones have four liberties, but White also has four liberties and it is his turn to move. This was an embarrassingly simple oversight for Rin and of course it just threw the game away.

Even if Rin had played correctly, he would not have had a certain win, but he would have had a definite lead. Shuko was lucky to win so easily; considering the difference between a tied series and a one-sided score of 3–1, this was probably the key game of the series.

Black resigns after White 106.

Time taken. White: 5 hours 48 minutes

Black: 5 hours 47 minutes

Game Five

Shuko wound up the Kisei title match in the same brilliant manner in which he began it. In this game he produced not one but two surprises for his fellow professionals.

White: Rin Kaiho

Black: Fujisawa Shuko

date: 27th, 28th February, 1980

played in Nagoya

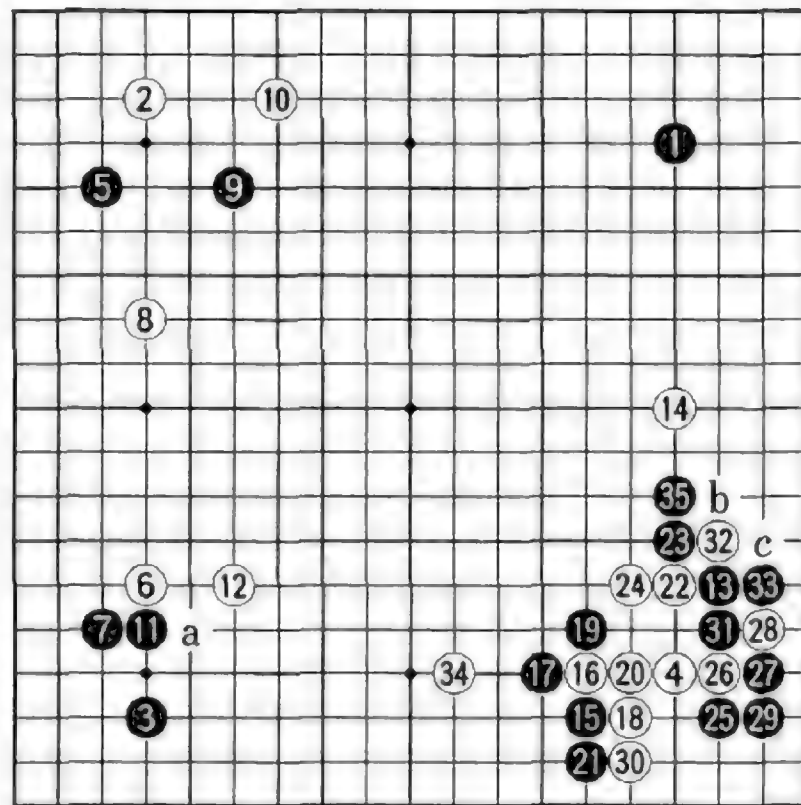


Figure 1 (1 – 35)

Figure 1 (1 – 35). A new joseki

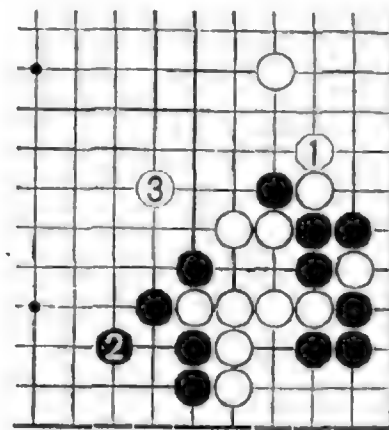
Black 13. Extending at 'a' is an alternative.

White 22. The newest version of this joseki – formerly, cutting above 17 was the only joseki move (see 'Dictionary of Basic Joseki', Vol. 3, p. 178). No definitive pattern has yet been worked out.

White 30. Connecting at 31 is the safe move, but Black 30 would give Black a slightly favourable result.

Black 33. Another, more difficult, variation is Black 'b' – White 'c' – Black 33.

White 34. White could also follow Dia. 1, going for central thickness with 1 and 3.



Dia. 1

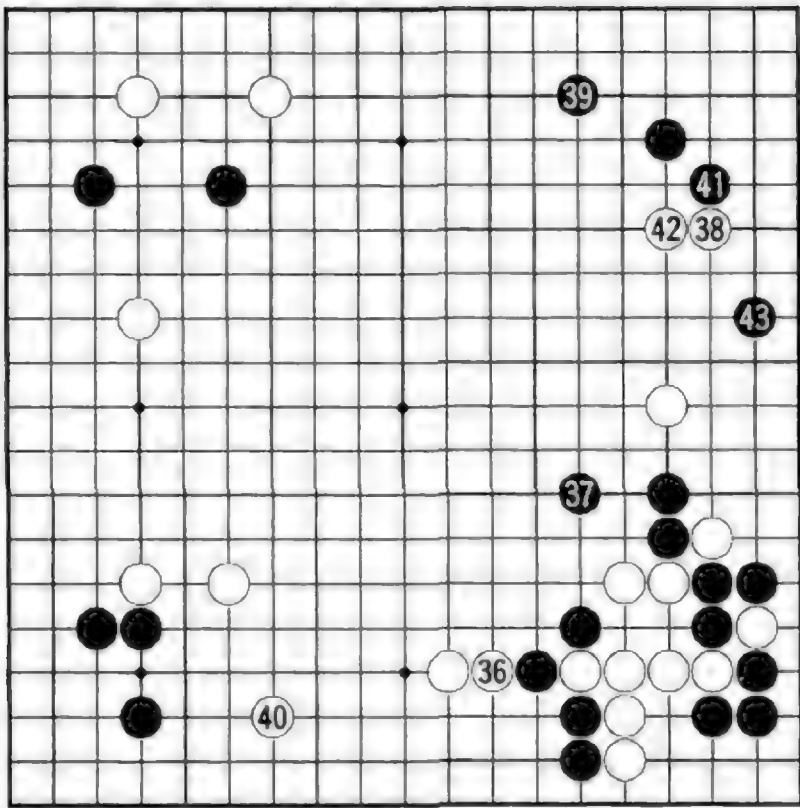
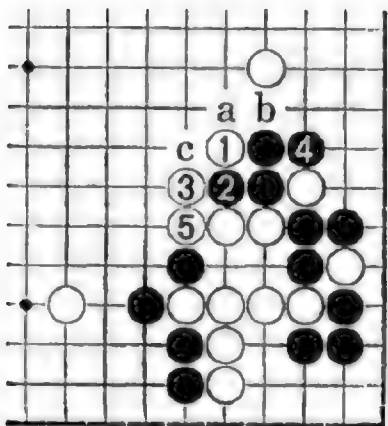
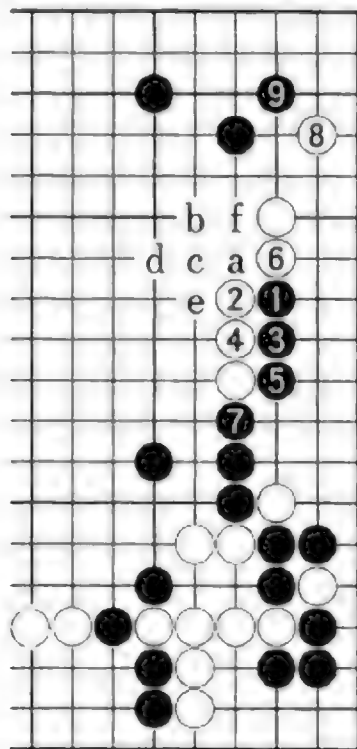


Figure 2 (36 - 43)



Dia. 2



Dia. 3

Figure 2 (36 - 43). *Shuko's surprise attack*

White 36 leaves White with a thin position at the bottom. Takemiya suggested that White should have gone for thickness by attaching at 1 in Dia. 2. If Black plays 4 at 'a', then White has a nice counter with 'b', Black 4, White 'c'. Shuko commented after the game that he was satisfied with the result to 37.

Black 43. An unorthodox attack which astonished other professionals. Shuko commented modestly after the game that no one else could play this move. A couple of days later he interrupted his celebrating to make an appearance on a TV program and he roundly declared that 'Dosaku and Shusaku, Sakata and Takagawa could all get together and think about it - they'd never come up with this move.'

The usual idea in this position would be to invade at 1 in Dia. 3 with Black 41. However, White

would take sente with 2 to 8, then switch to the bottom left corner. If Black cut at 'a', White would lightly sacrifice his three stones with 'b', Black 'c', White 'd', Black 'e', White 'f'.

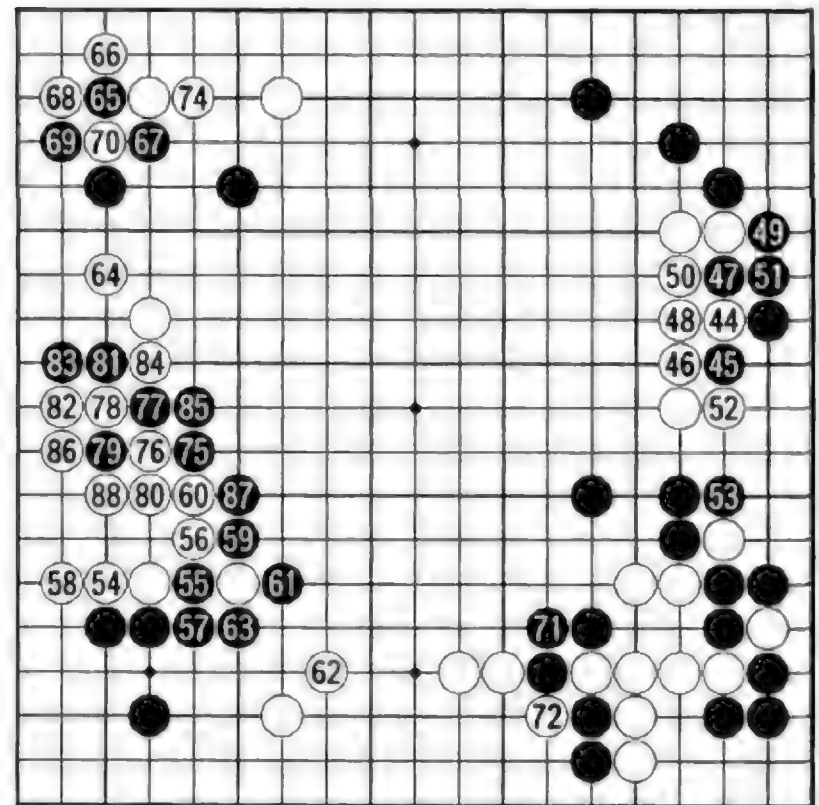
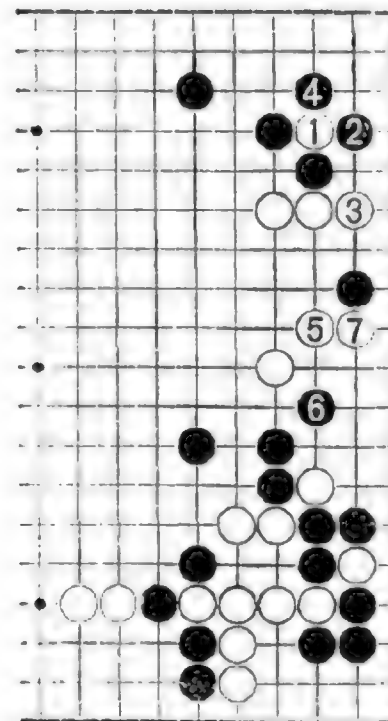
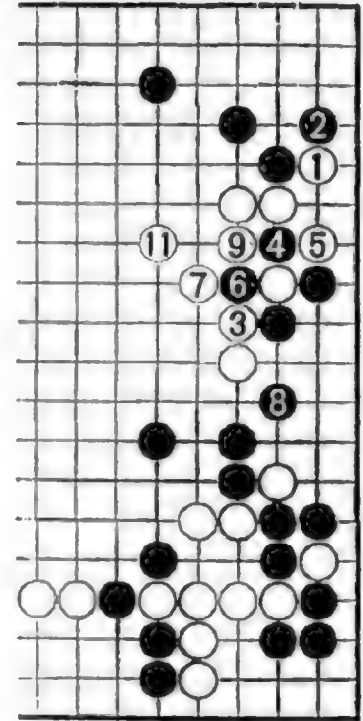


Figure 3 (44 - 88)

73: ko



Dia. 4



Dia. 5

10: connects

Figure 3 (44 - 88). *Black is satisfied.*

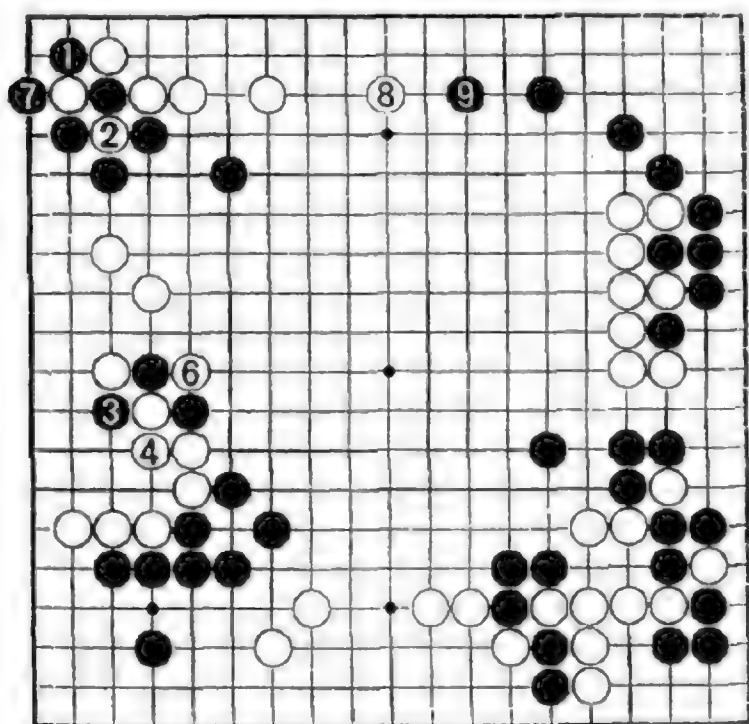
White 44 is a patient move; White's main concern is to take sente so that he can switch to the bottom left corner. Rin said that he was tempted to follow Dia. 4, but rejected it because it loses sente. Takemiya wanted White to follow Dia. 5, which he felt gave White a satisfactory result, but it was rejected for the same reason.

Up to 51 Black takes profit on the right side, but White gets the sente he wants so badly. He seems to recover a little when he fixes up his left

side position with 54 to 64, but Black is satisfied with the thickness he gains from his ponnuki. Thanks to the profit that he took on the right side, Shuko was convinced that he had the lead at this stage.

Black 69. A ko is just what Black wants, as he has plenty of ko threats. White is forced to defend at 74.

Black 75, 77. Superb forcing moves. White would like to play 76 at 87, but he cannot permit Black to push through at 76. However, Shuko might have missed a chance to settle the game by going through with the sequence to 87 immediately. Iwata 9-dan, the Yomiuri commentator on the game, suggested that this would have been the right time to cut at 1 in Dia. 6. White has no good ko threats, so Black would be able to capture at 7. This would simplify the game and make it fairly easy for Black. Shuko agreed completely with Iwata's suggestion. He was so enamoured with the prospect of playing 87 in sente that he lost sight of the overall position.



Dia. 6 5: ko

Figure 4 (89 – 120). *Shuko's second brilliancy*

Black 91 is the vital point for attack and also completely secures the corner for Black.

Black 93 and 95 show that Black has decided to emphasise territory. He is obviously confident that he is ahead.

Black 103. The sealed move. This was unusually fast progress for a two-day game, but from 103 on the game slowed down drastically. The play here was obviously going to decide the game.

Black 107, 109. Preparation for the fight to come.

Black 111 was Shuko's second brilliancy of the

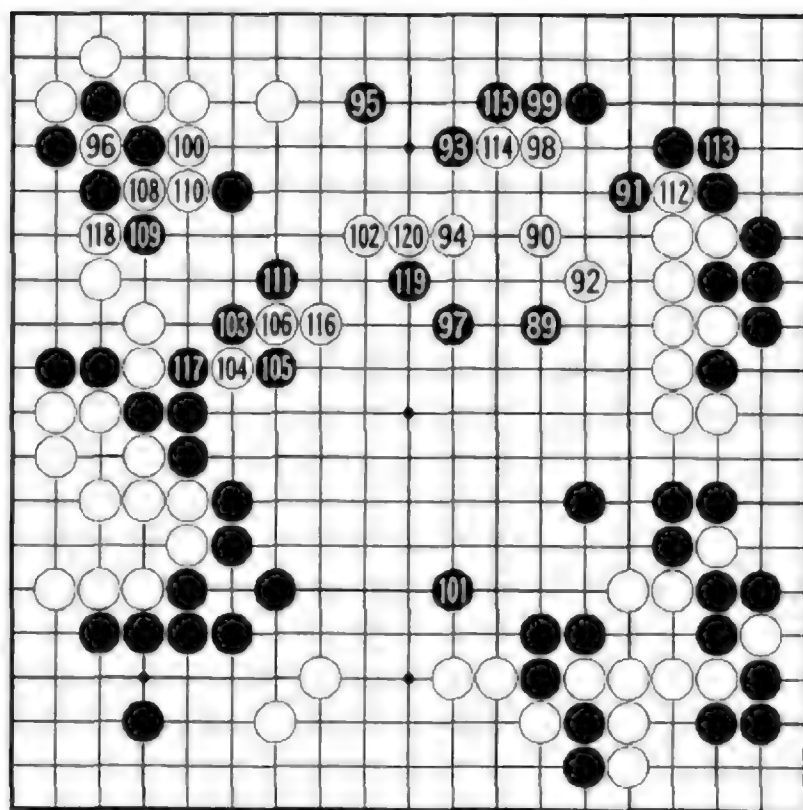
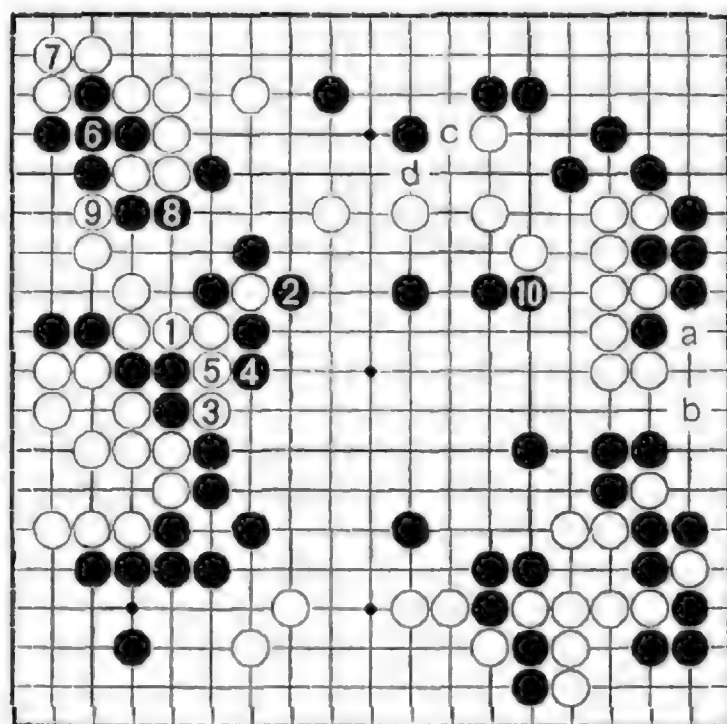


Figure 4 (89 – 120)
107: ko



Dia. 7

game. This move may appear nothing special, but for a professional giving atari from this side is a blind spot because it is such bad style. Once again the professionals following the game were completely astonished.

White 112. Rin: 'In answer to 111, I considered capturing three stones with 1 in Dia. 7, but this would be very dangerous. Black would attempt to capture my large group with 4 to 10. If White 'a', Black 'b'; if White 'c', Black might play 'd'. In this case, Black 107 and 109 in the figure would prove to be very useful for Black.'

The aim of 111 is to make White heavy with 116, then to peep with 119. White does what he can to strengthen himself with 112 and 114, then secures his left side capture with 118. The moment of truth comes with 119. To make things worse for Rin, he went into byo-yomi with 120.

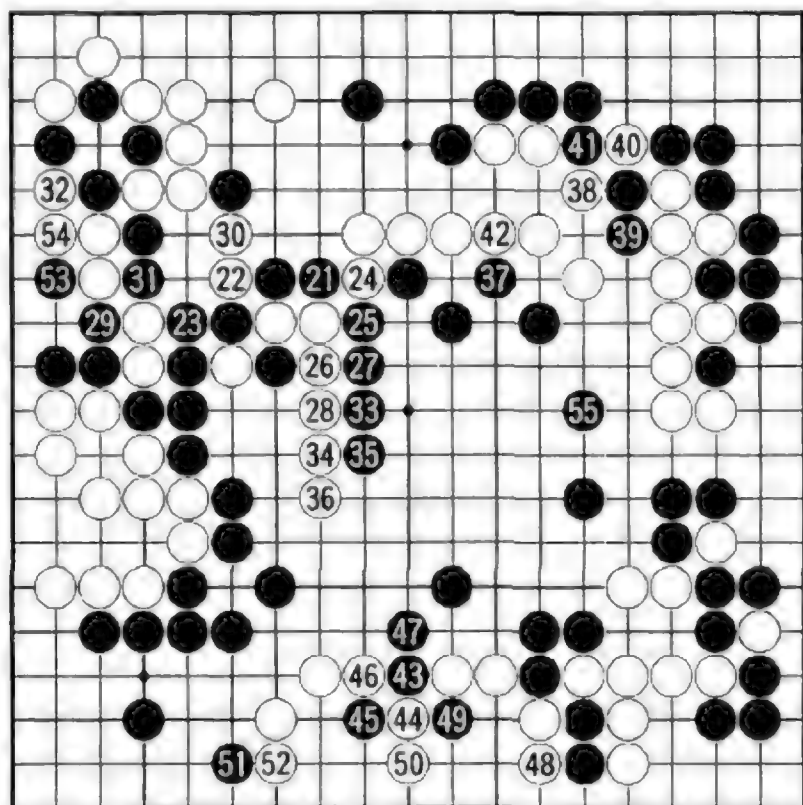
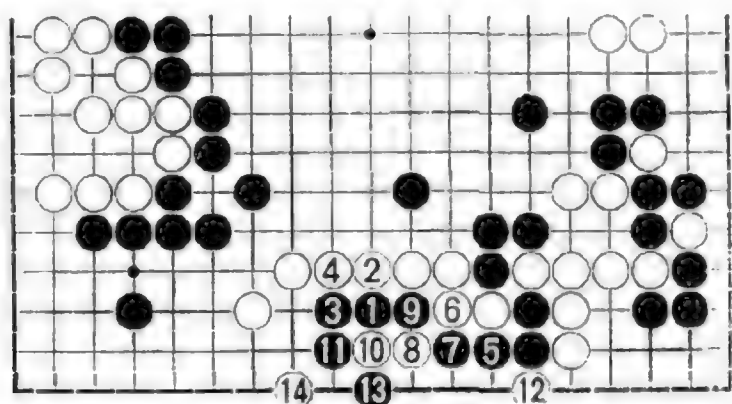


Figure 5 (121 – 155)

Figure 5 (121 – 155). The deciding blow

The sequence from Black 21 on is forced. White has no choice but to answer 29 at 30, so Black is able to capture two stones in sente with 31. White breaks through in the centre, but this does not compensate for his loss on the side. This sequence gives Black the game.

Black 43. Trying to live at the bottom with 1 in Dia. 8 looks feasible, but if White answers correctly, Black cannot get two eyes.



Dia. 8

This game finished fairly early, at 5.41 p.m., and once again Shuko had surprised the go world by the tenacity with which he hangs on to the Kisei title. Before the series began, Rin was reckoned as having at least an even chance of taking the title, but surprisingly Shuko rebuffed his challenge in the same decisive manner in which he had dealt with Ishida Yoshio last year and Hashimoto Uтарo in the 1st Kisei title. The prestige of these four wins at the beginning of each tournament year is almost beyond price.

Black wins by 4½ points.

Time taken. White: 8 hours 59 minutes

Black: 5 hours 29 minutes

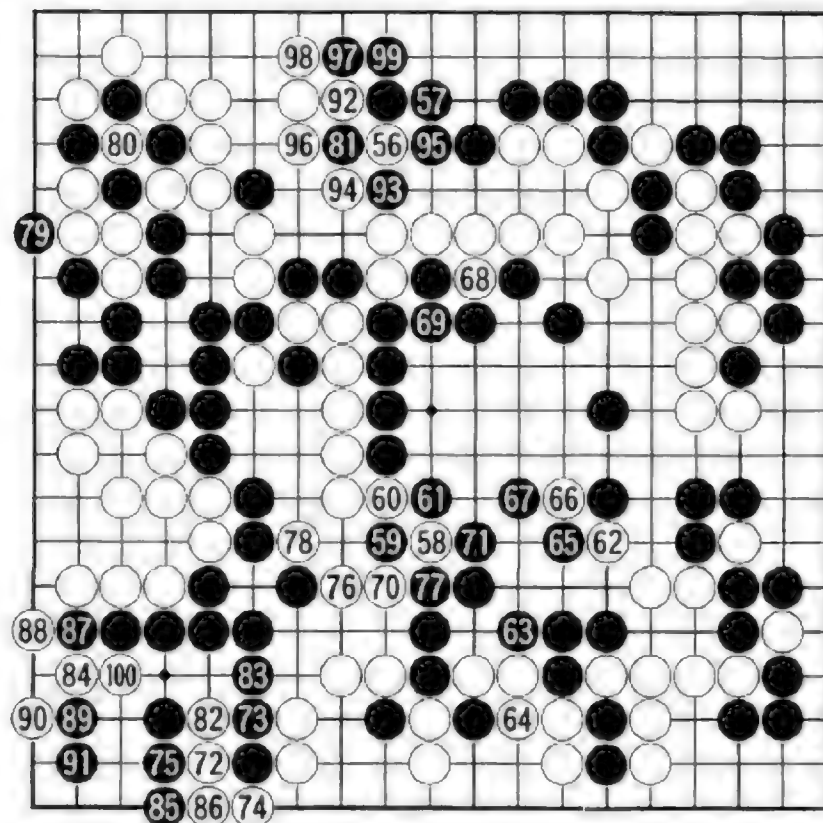


Figure 6 (156 – 200)

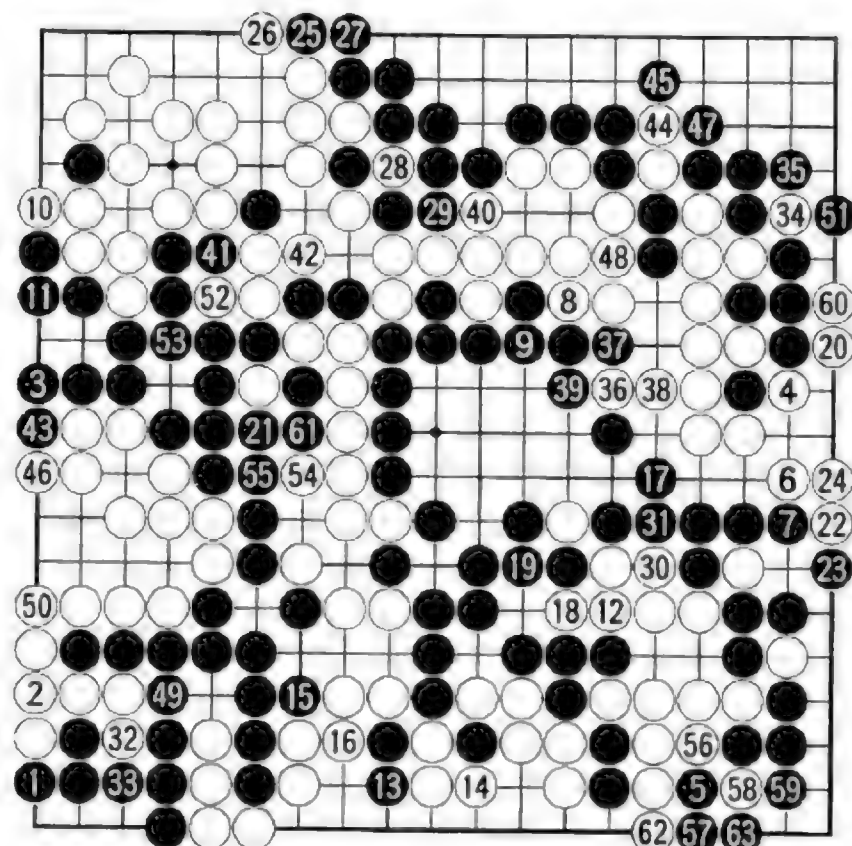


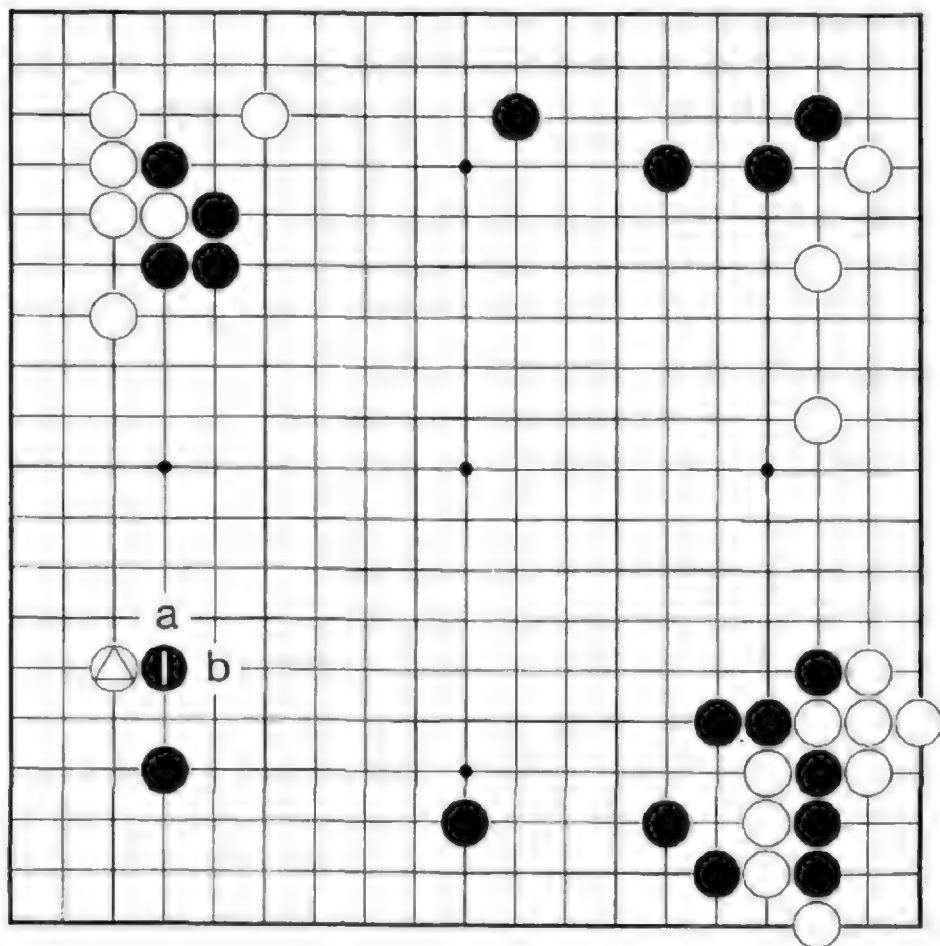
Figure 7 (201 – 263)
White connects the ko (left of 28)



The Great Joseki Debate

Honda Kunihisa 9-dan

How to choose a joseki in relation to the board as a whole is the theme of this debate. Three proposals are being made for Black's next move: which one fits this opening best?

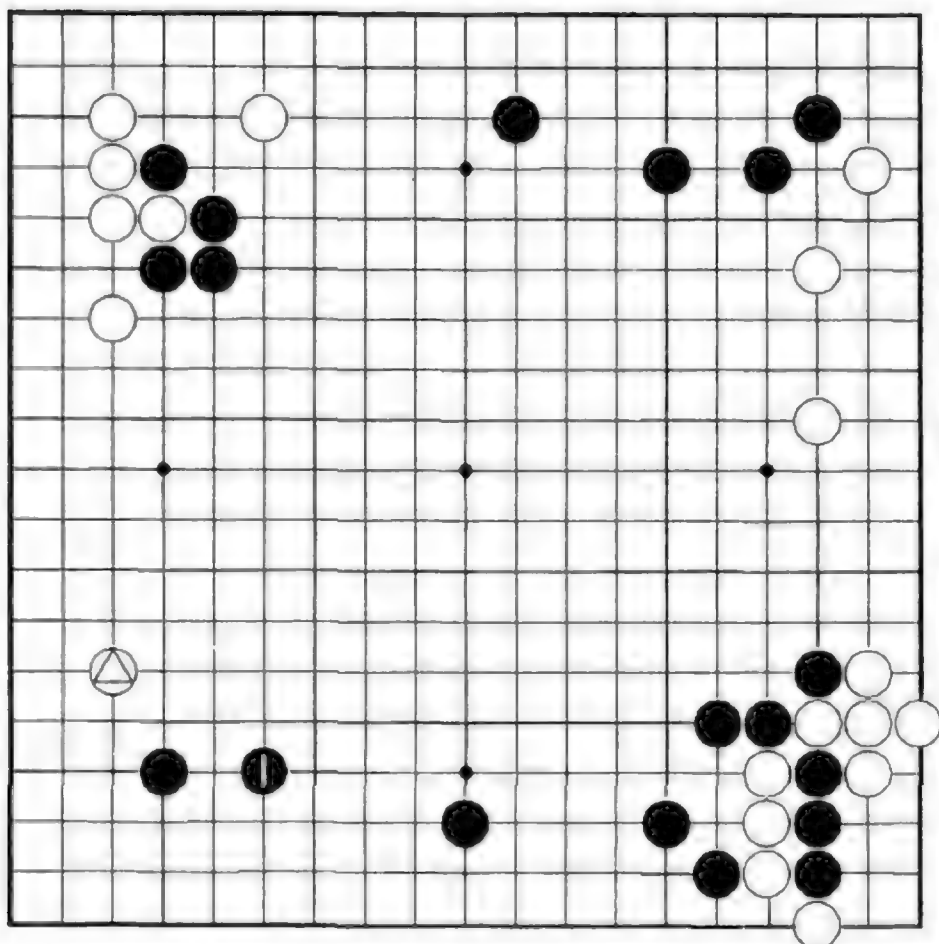


Dia. 1

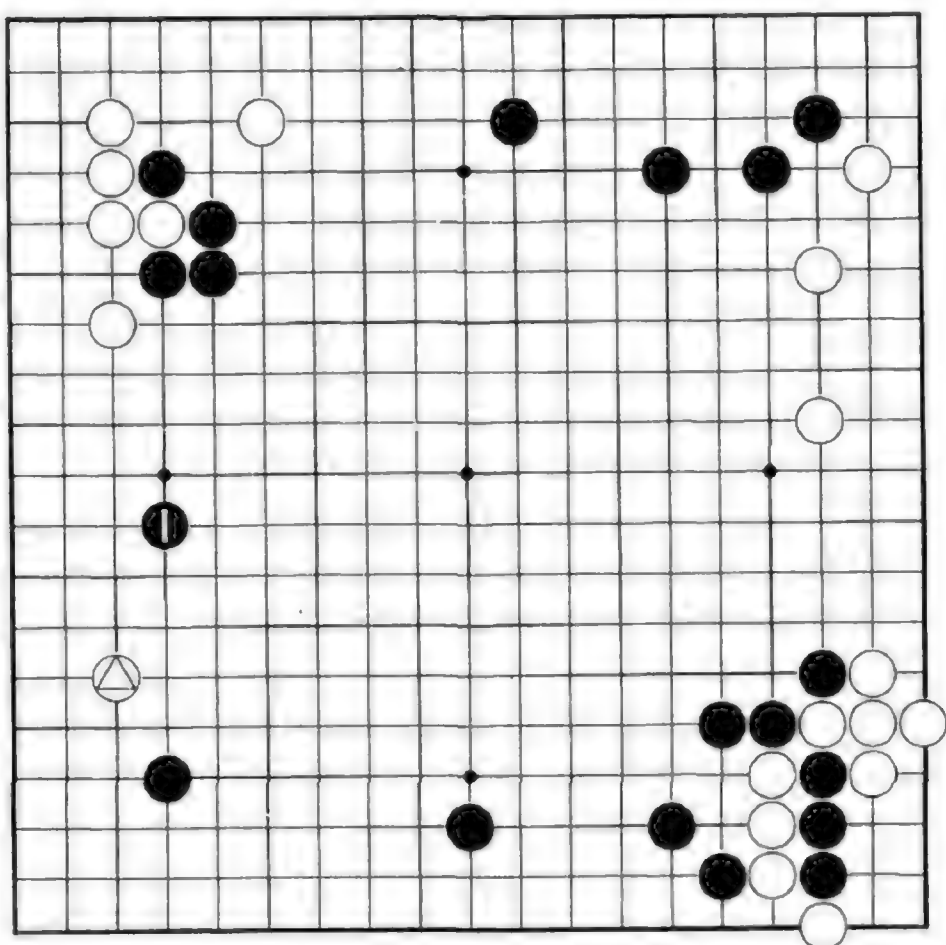
A: My first impulse is to play the attachment at 1 in Dia. 1. White will hane at 'a', Black will extend at 'b', and this is just what Black wants because it builds up the lower side. Black 1 is so good here that there's no need even to consider any other move.

B: Unfortunately for A, there's one slight fault in his attachment. By coming into contact with White's stone, it strengthens it. Black should make the ordinary one-space jump to 1 in Dia. 2; then he can attack $\triangle$ with his next move if White doesn't defend. It's another case of the ordinary move being best.

C: Why wait till next move? Black should attack now with the pincer at 1 in Dia. 3. He has a lot of power on the lower side, and as everyone knows, the way to use power is to attack. Another point is that Black 1 defends the black group in the top left. Attack and defense — what more could you ask for?

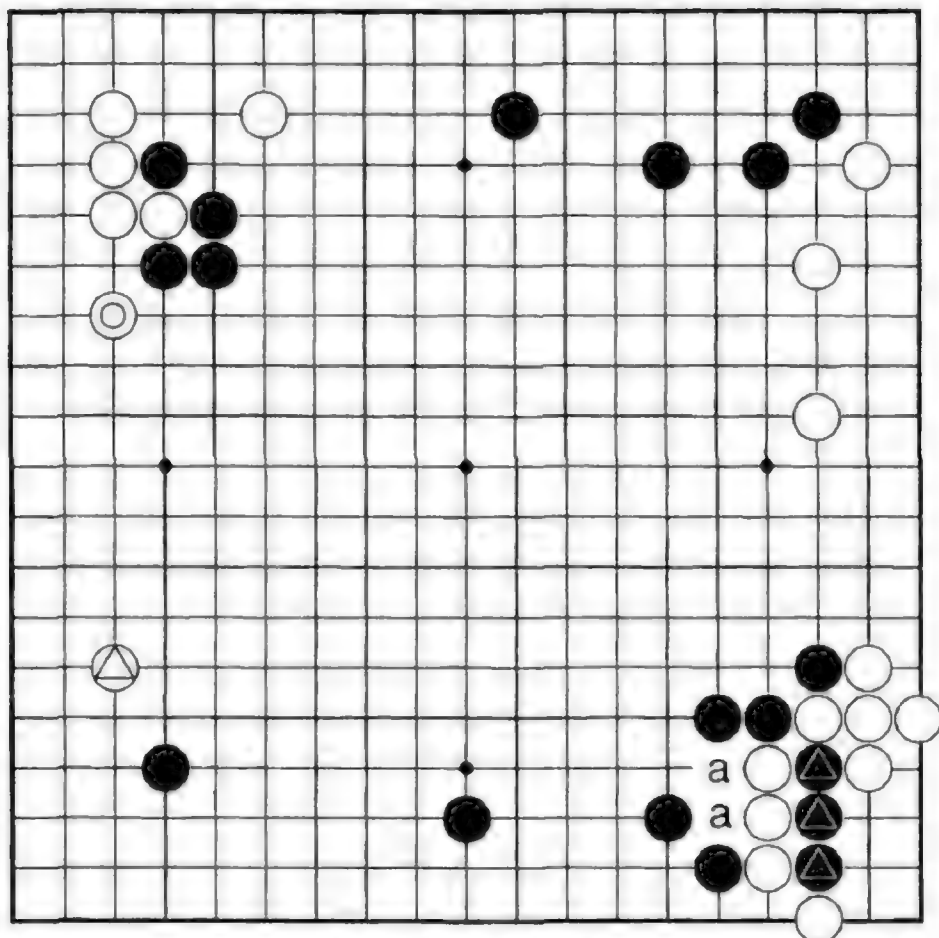


Dia. 2



Dia. 3

Fuseki Analysis



Fuseki Analysis

As always, the choice of joseki is most directly influenced by the state of the adjacent sides, in this case the left side and the lower side.

The lower side. Look first at the lower right corner. The three triangled sacrifice stones enable Black to occupy the two points marked 'a' in sente. That is, in return for ten or fifteen points of corner territory, Black has obtained an essentially solid outer wall. The power of this wall calls for development of the lower side on the largest possible scale.

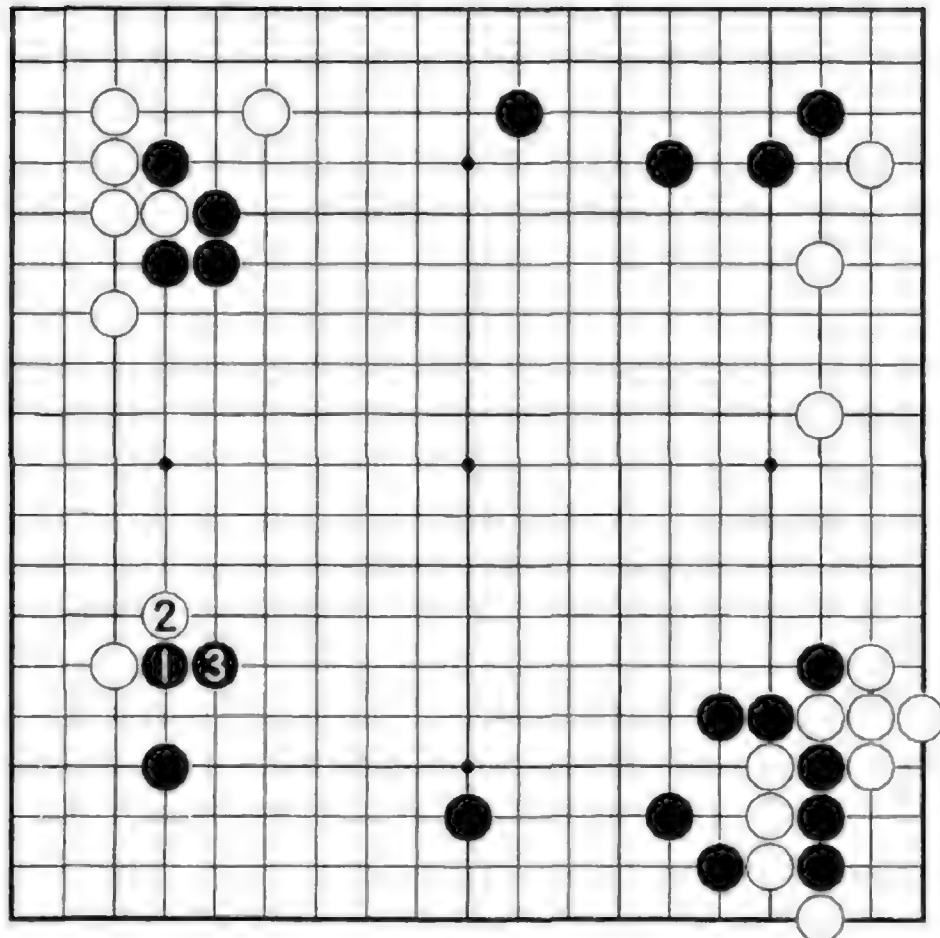
The left side. Because of the strong circled stone sitting on the third line, the left side is already played out. It would do little good for White to develop from this stone (because it is low) or for Black to develop toward it (because it is strong). The left side is a kind of wasteland.

The proper joseki is therefore one that scorns the left side and develops the bottom.

A Wins the Debate

Dia. 1. A's attachment at 1 was a good idea. White 2 is virtually automatic, and Black 3 puts us on the attach-and-extend joseki.

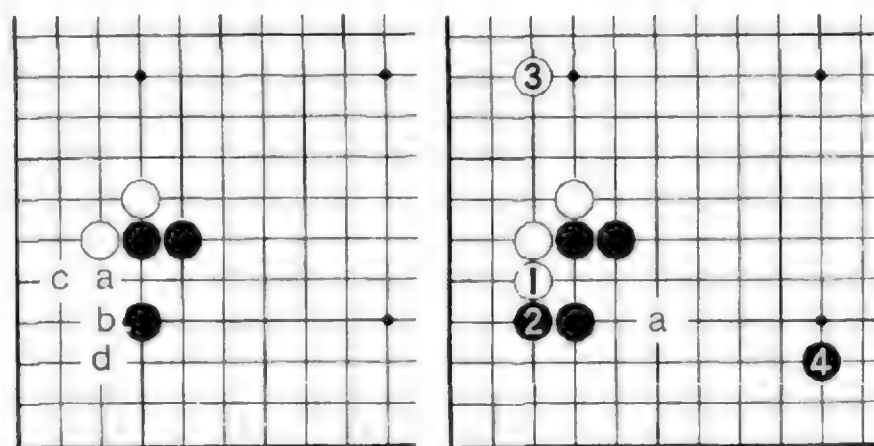
The original purpose of this joseki is to settle the shape, stressing defense more than attack, but here it functions as a leaning maneuver, using White's stone for a boost to develop the bottom. Since the left side was a wasteland to



Dia. 1

begin with, Black does not mind strengthening White there.

Dia. 2. White has four main choices for his next move in this joseki, marked 'a' to 'd'. We shall examine them in that order.



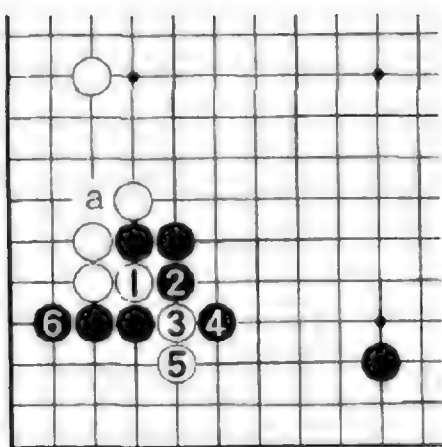
Dia. 2

Dia. 3

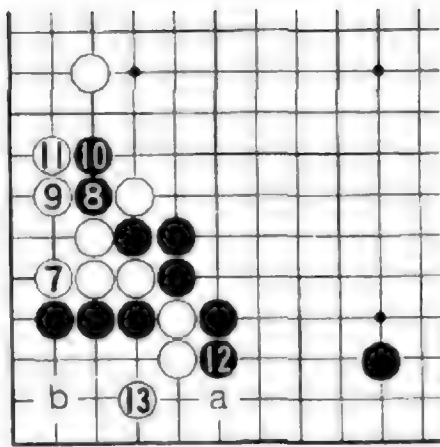
Dia. 3. White 1 is the most common move. Black blocks at 2, White extends to 3, and Black extends to 4, Black 4 at 'a' being perhaps too defensive. In the opening under debate, Black already has a stone at 4, which makes it that much better.

Dia. 4. It is worth knowing that White cannot push through and cut with 1 and 3. Black gives atari at 4, then descends at 6, which threatens to cut at 'a'.

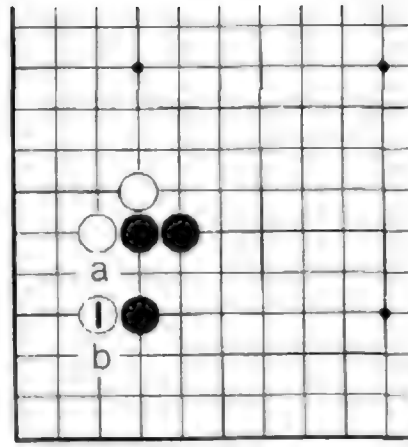
Dia. 5. White's strongest reply is 7, because this fills one of Black's liberties. Black inserts 8 and 10, then blocks at 12. White 13, which makes miai of 'a' and 'b', is a tesuji, but —



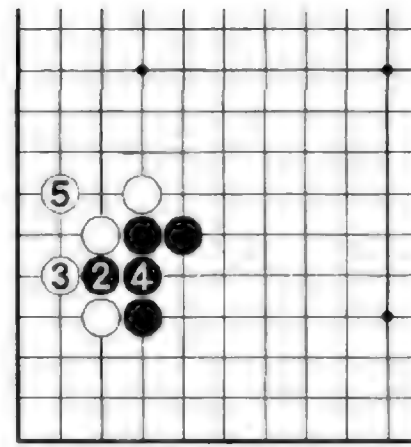
Dia. 4



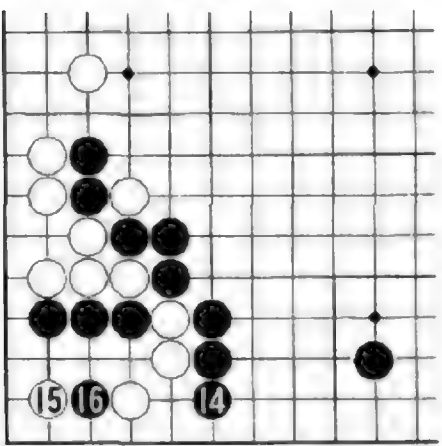
Dia. 5



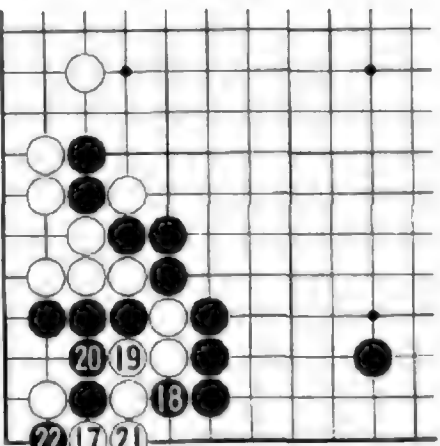
Dia. 10



Dia. 11



Dia. 6

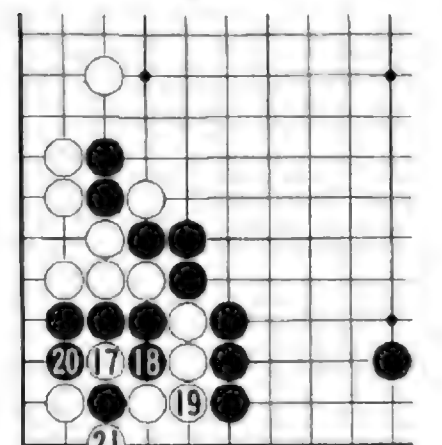


Dia. 7

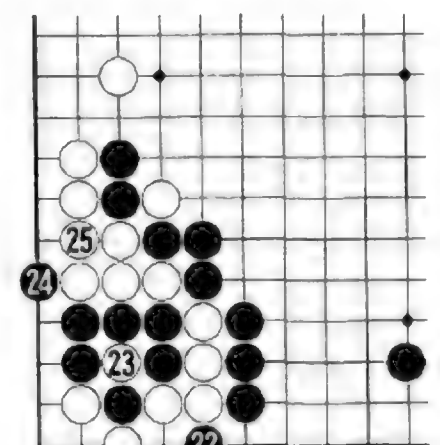
Dia. 6. Black descends at 14 and meets White 15 with a tesuji of his own at 16.

Dia. 7. If White links under with 17, he loses the capturing race by one move.

Dia. 8. So White has to play 17 on top, which leads to a ko.



Dia. 8



Dia. 9

26: ko

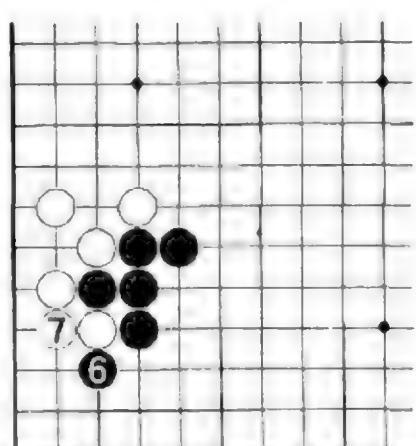
Dia. 9. Black gives atari at 22, White takes the ko with 23, and Black has a perfect ko threat at 24. After Black retakes the ko with 26, White has no such effective ko threat, so Black will capture him.

Dia. 10. White's second choice is the attachment at 1, which aims at making a safe shape quickly. Black can answer at 'a' or 'b'.

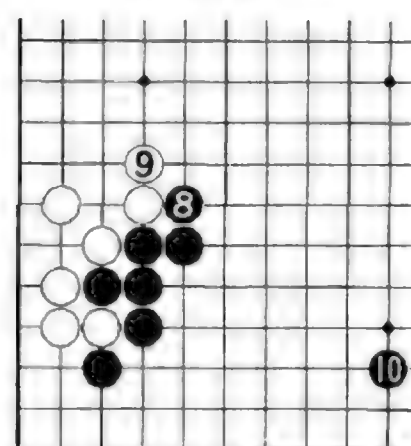
Dia. 11. If Black wedges in at 2, White plays 3 and 5.

Dia. 12. Next Black gives atari at 6.

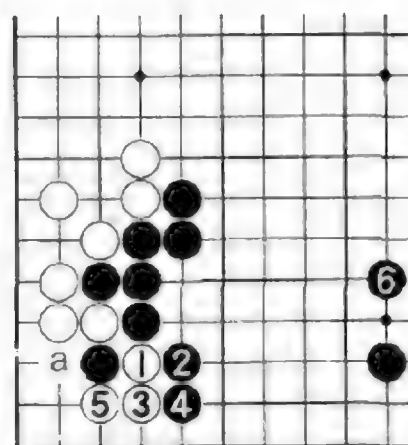
Dia. 13. After a forcing move at 8, Black extends to 10. Black 8 is a key point regarding influence.



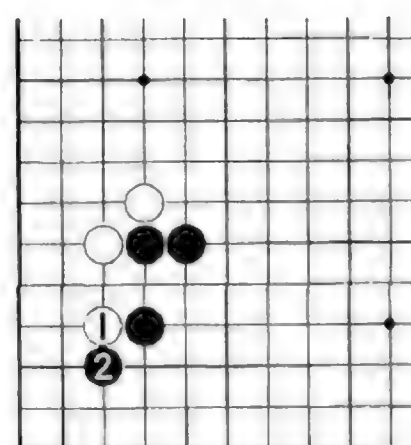
Dia. 12



Dia. 13



Dia. 14



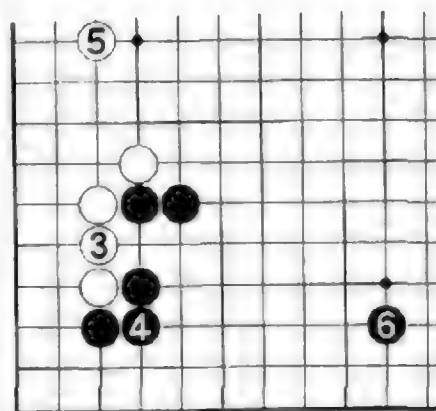
Dia. 15

Dia. 14. White 1 is left as a very large end-game move. The difference between White's cutting here and Black's blocking at 'a' is at least twenty points.

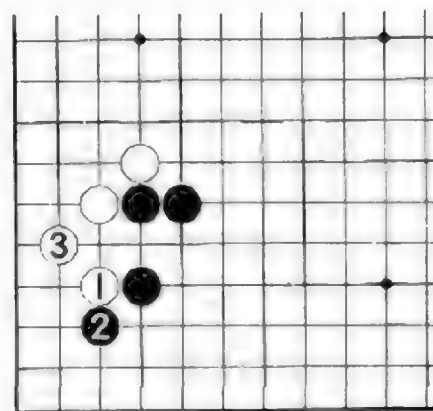
Dia. 15. To guard the corner, Black can answer White 1 at 2.

Dia. 16. If White connects at 3, Black connects at 4. White 5 and Black 6 complete this joseki variation.

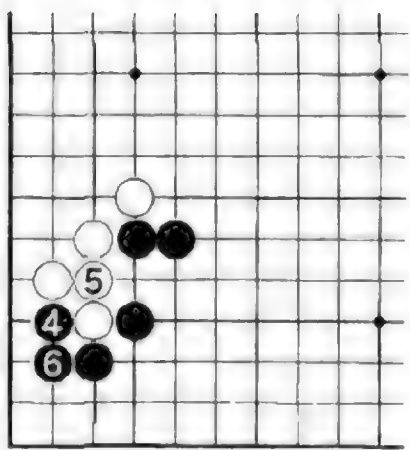
Dia. 17. But White frequently dips diagonally down to the second line with 3.



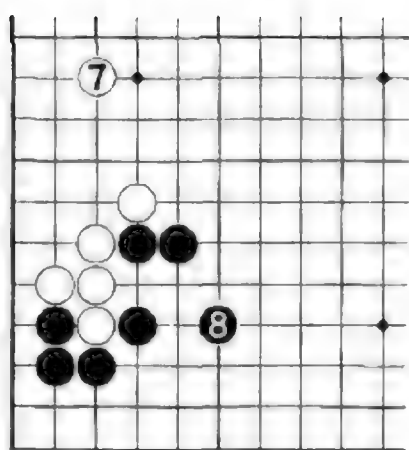
Dia. 16



Dia. 17



Dia. 18

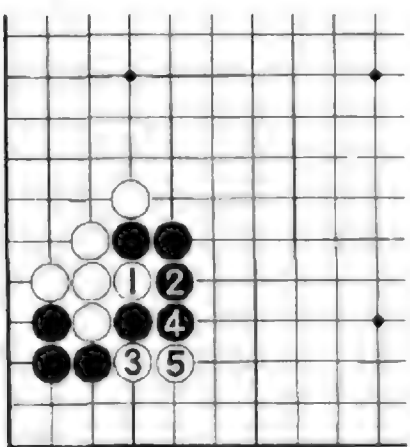


Dia. 19

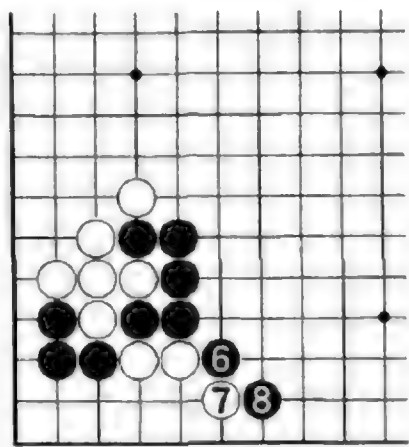
Dia. 18. Black should give atari at 4 and connect at 6. Black 6 is especially important, because it affects both sides' eye base.

Dia. 19. If White extends to 7, Black reinforces his position at 8.

Dia. 20. If White tries to fight with 1 to 5, he gets an inferior result.



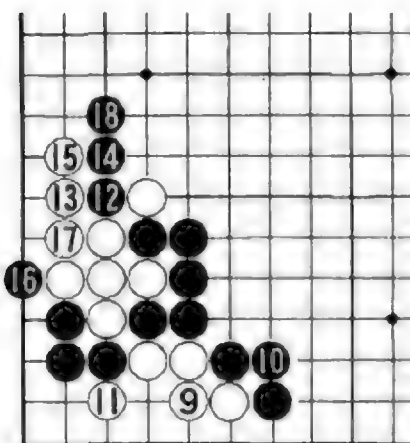
Dia. 20



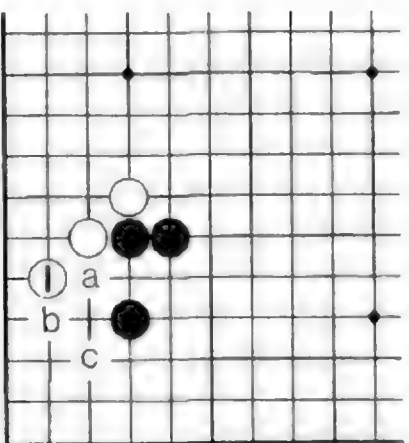
Dia. 21

Dia. 21. Black plays the double hane at 6 and 8, sacrificing the corner.

Dia. 22. White has little choice but to accept the sacrifice with 9 and 11. Black then cuts at 12, and the outer influence he gains through 18 is worth more than White's profit.



Dia. 22

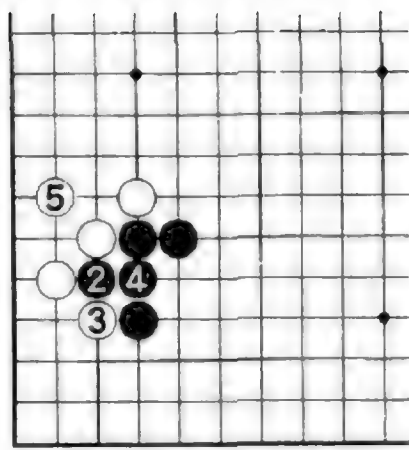


Dia. 23

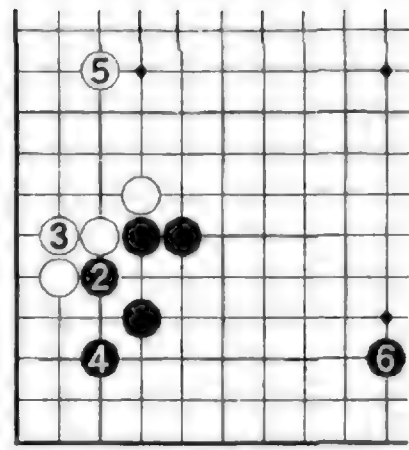
Dia. 23. White's third choice is the diagonal move at 1, which aims toward 'c' in the corner. Black can reply at 'a', 'b', or 'c'.

Dia. 24. If Black plays 2, White can revert to Dia. 11 by answering with 3 and 5.

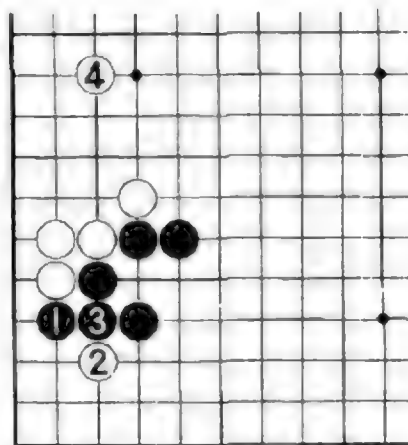
Dia. 25. White can also connect at 3. Black 4 and 6 are considered a joseki.



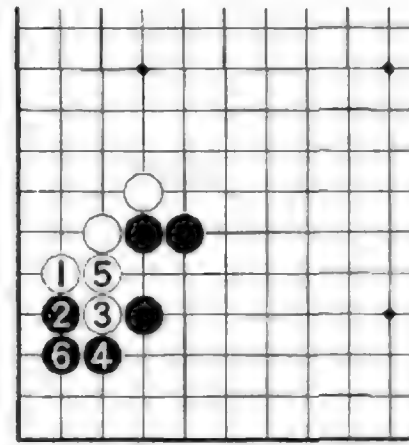
Dia. 24



Dia. 25



Dia. 26

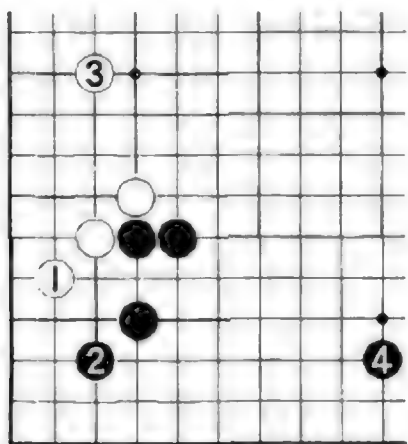


Dia. 27

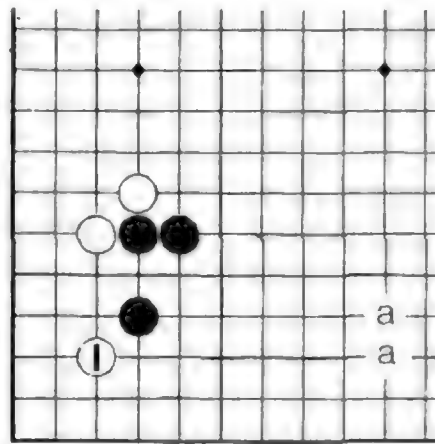
Dia. 26. Black should not block at 1. This lets White peep at 2 and leaves bad potential in the corner.

Dia. 27. If Black wants to block, he should do so immediately with 2. White 3 then gives the same pattern as Dia. 18.

Dia. 28. To avoid complications, Black can just defend the corner with 2.

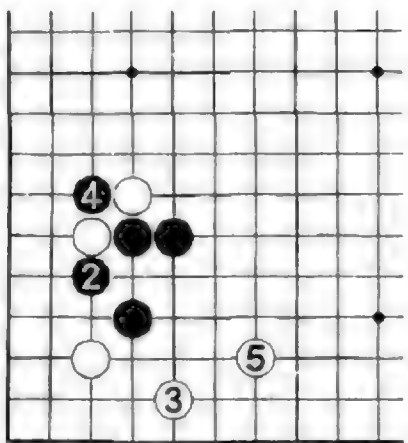


Dia. 28

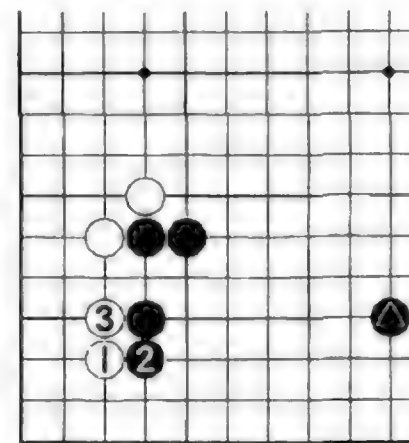


Dia. 29

Dia. 29. White's last choice, the invasion at 1, is often used when there is a black stone around 'a' and the lower side is big.



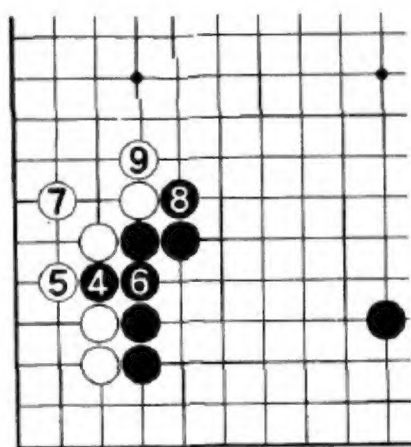
Dia. 30



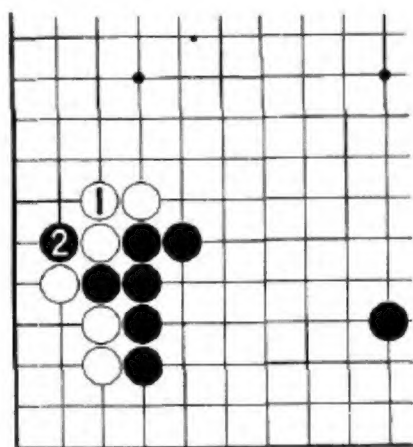
Dia. 31

Dia. 30. If Black blocks at 2, White slides to 3. The exchange through 5 is the basic version of this joseki.

Dia. 31. When Black has a stone like the triangled one in place and wants to stress the bottom, he will naturally block at 2.



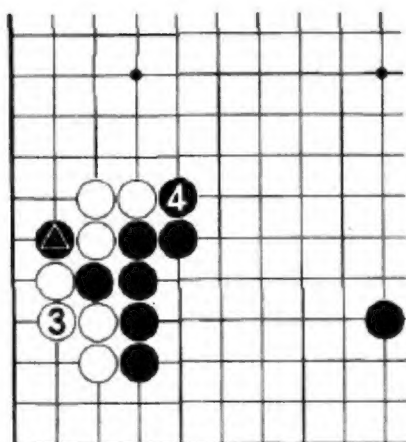
Dia. 32



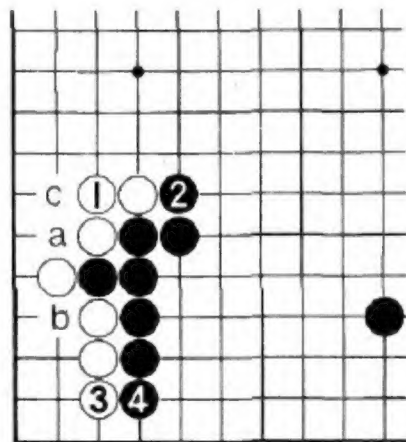
Dia. 33

Dia. 32. Next Black wedges in at 4, connects at 6, and turns at 8 in sente. Although the loss of the corner is not small, this way of playing has the virtue of simplicity.

Dia. 33. If White connects solidly at 1, Black should immediately cut at 2.



Dia. 34



Dia. 35

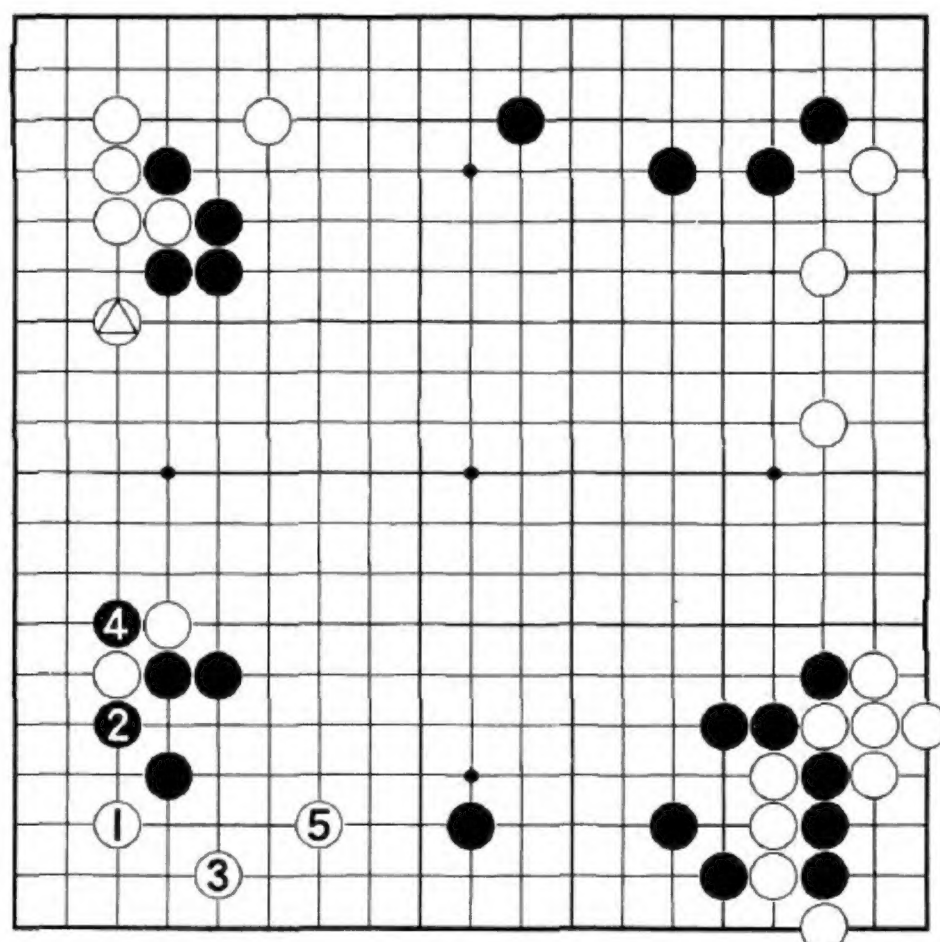
Dia. 34. White can't help but connect at 3, and Black now turns at 4. The triangled stone gives Black 4 added effectiveness.

Dia. 35. If Black turns at 2 directly, White may descend at 3. Then if Black cuts at 'a', White need not connect at 'b' — he can clutch the cutting stone with 'c' — and Black 2 loses some of its effect.

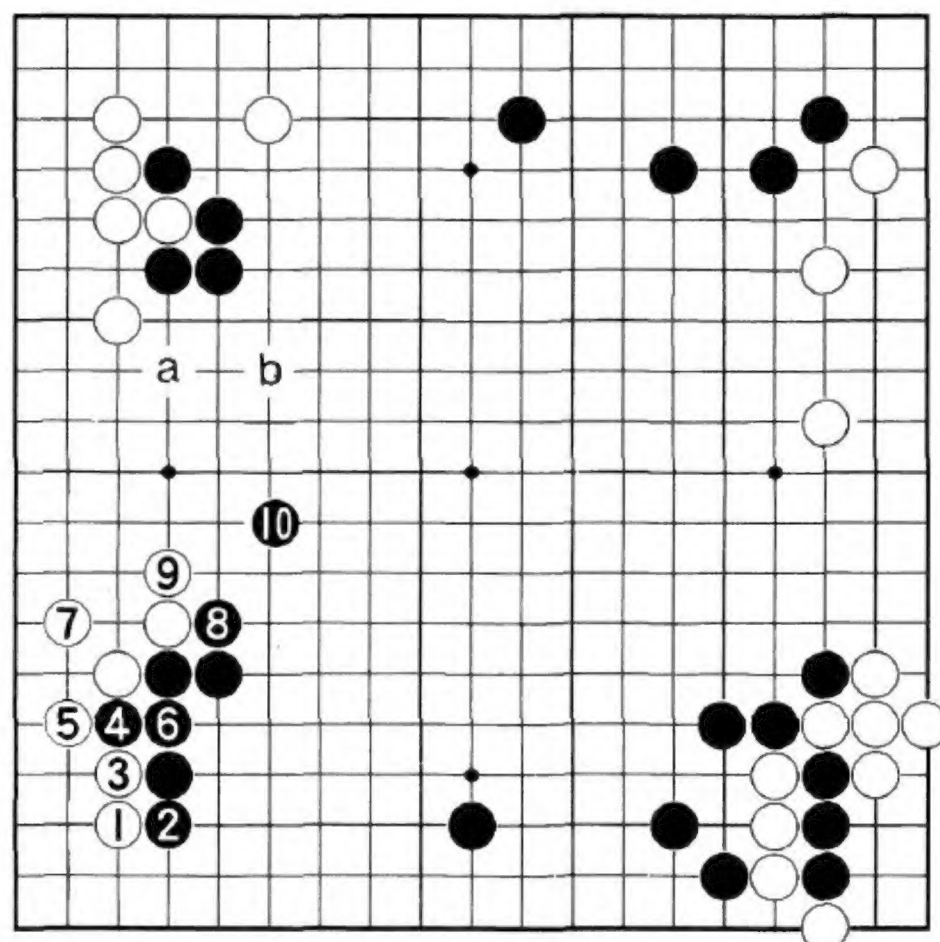
This completes our look at the attach-and-extend joseki. Which of these variations fits the opening of the debate?

Dia. 36. For White, the three-three-point invasion at 1 is proper. Black 2 would be most doubtful here, because Black would lose his valuable bottom while White $\triangle$ nullifies the power of 2 and 4. This joseki converts White $\triangle$ into an ideal move.

Dia. 37. Black should choose the move that stresses the bottom by blocking at 2. After



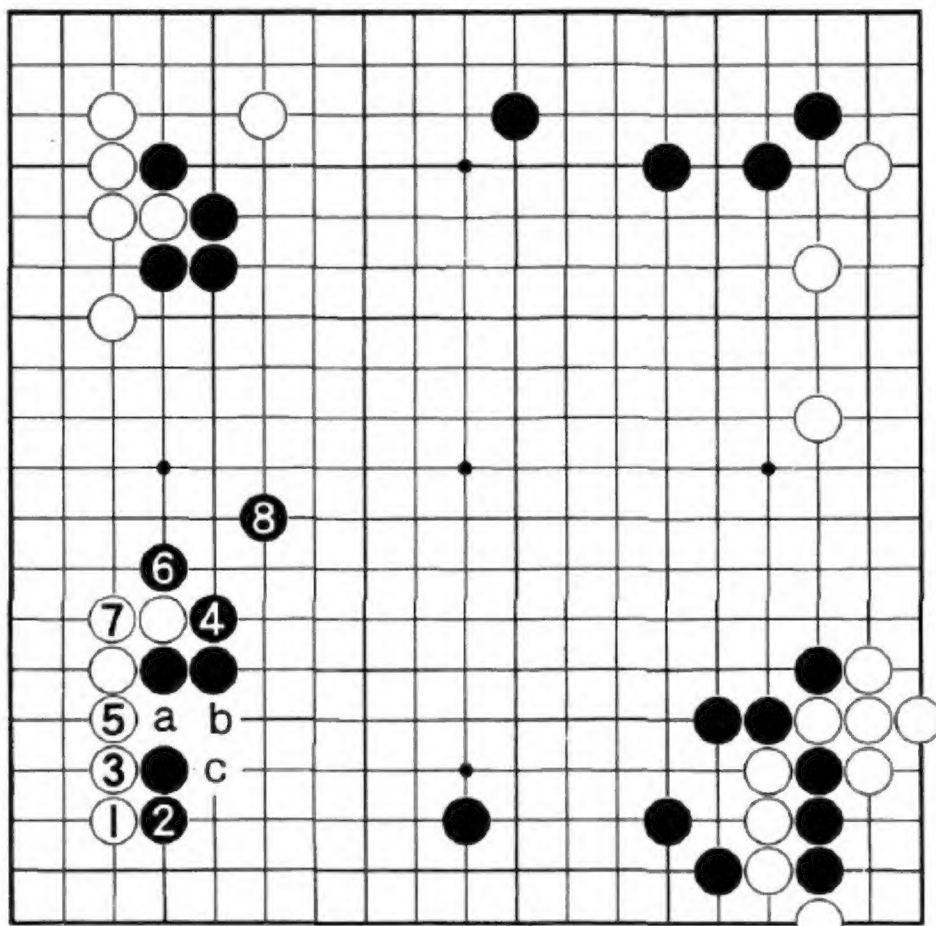
Dia. 36



Dia. 37

the sequence to 9, he should expand his area even further with 10. Besides a large bottom framework, this gives him a strong shape on the board as a whole by linking to the stones in the top left (if White 'a', Black 'b'). The game begins to look very interesting for him.

Dia. 38. (next page) Black has another choice as well. Instead of wedging, he can turn immediately with 4. If White extends at 6, Black keeps on pushing him up the left side, his valley of bottom territory becoming deeper and deeper. He does not mind letting White have the whole

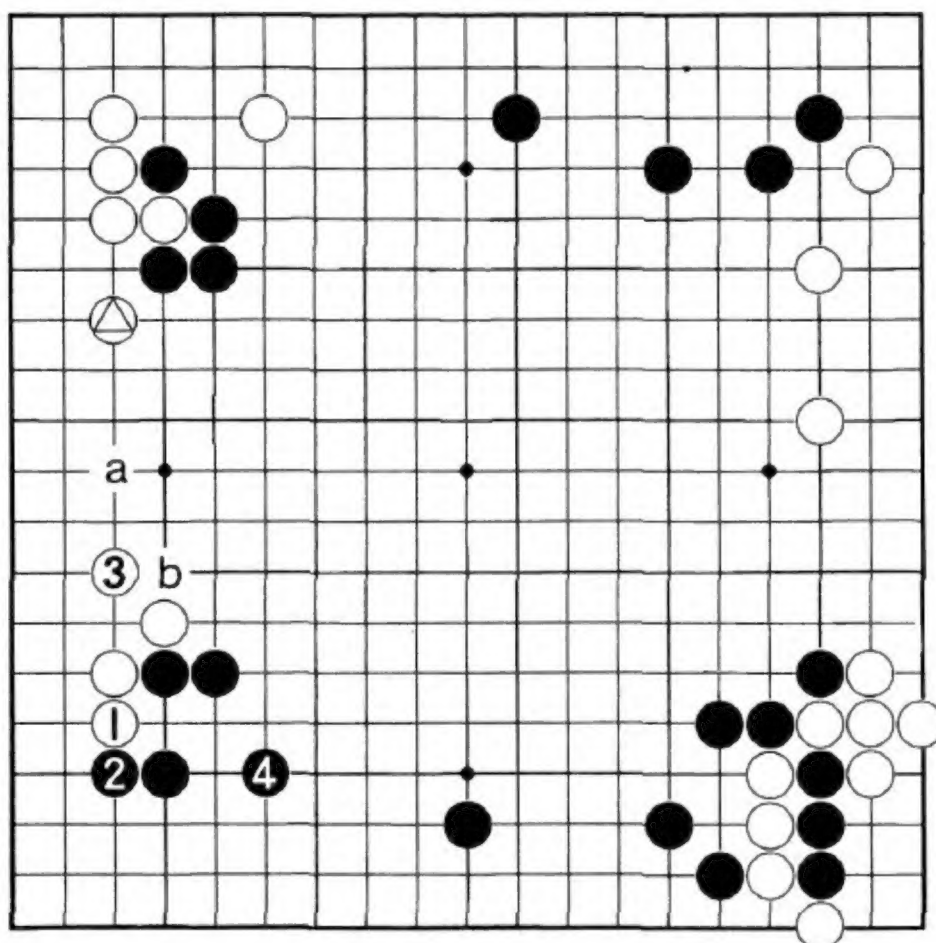


Dia. 38

left side. White, who is more interested in invading Black's framework than in taking the left side, will probably connect at 5, so as to set up the 'a-b-c' cutting sequence. Black then plays 6 and 8. Whether this diagram or the last one is better for him is hard to say.

If White chooses one of the other variations of the attach-and-extend joseki, Black need only make the standard replies.

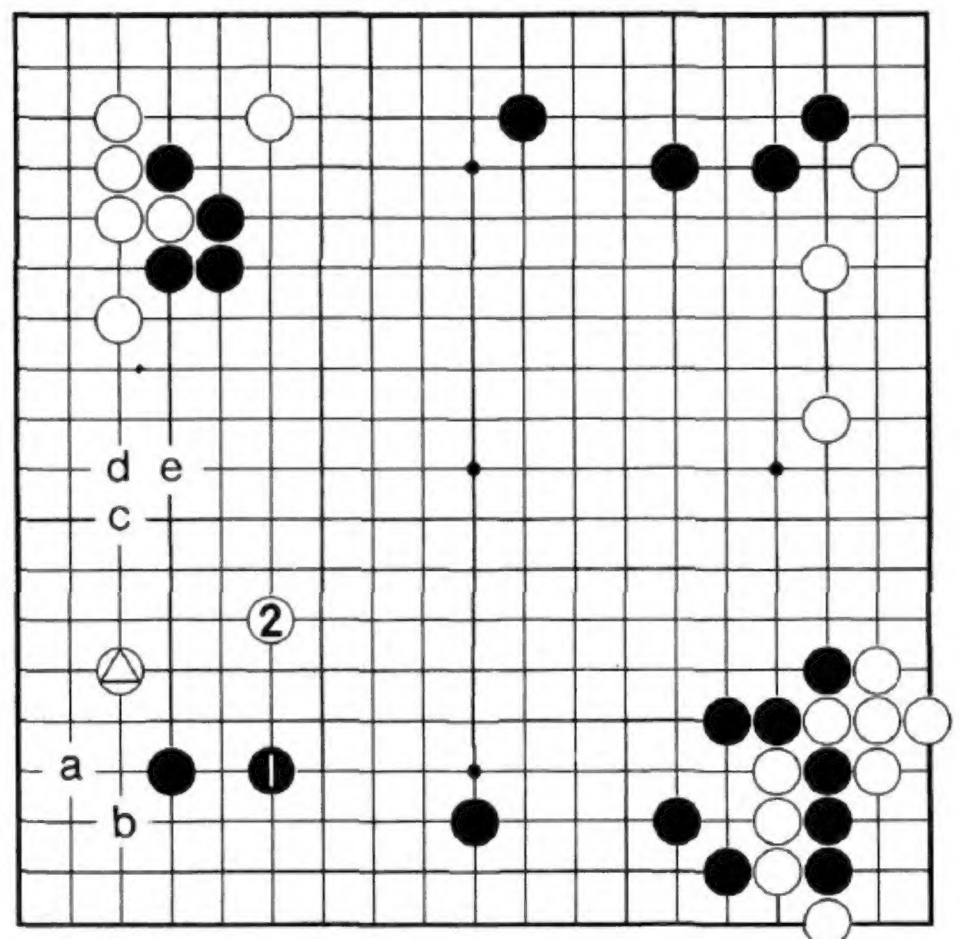
Dia. 39. If White plays 1 and 3, Black can be happy defending at 4. The corner profit is quite large. As a side note, White 3 at 'a', the joseki



Dia. 39

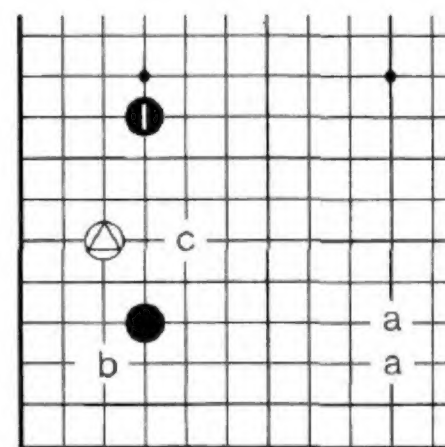
extension, would show extremely bad balance with the triangled stone. White should play either 3 or 'b' here.

Dia. 40. What about B's idea, the one-space jump to 1? This is the regulation reply to the triangled move, preparing to attack it. White usually defends with 'a-b-c', or by simply extending to 'd' or 'e'. In this opening, however, he will opt for the unusual and play 2, which prevents Black from developing his bottom framework as he would like. Black 1 is not a bad move, but there is nothing exceptionally good about it either.

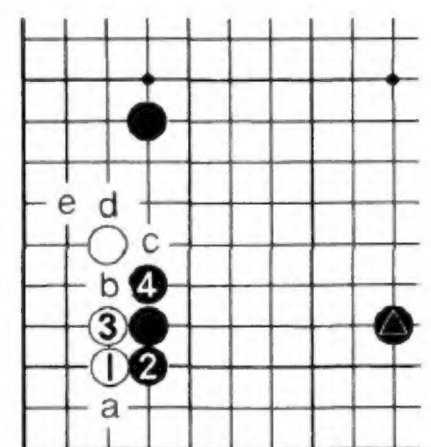


Dia. 40

Dia. 41. Finally, there is C's pincer at 1. This move is often made when there is a black stone around 'a'. Black wants to lead White into helping him strengthen the bottom. White normally responds at 'b' or 'c'.



Dia. 41



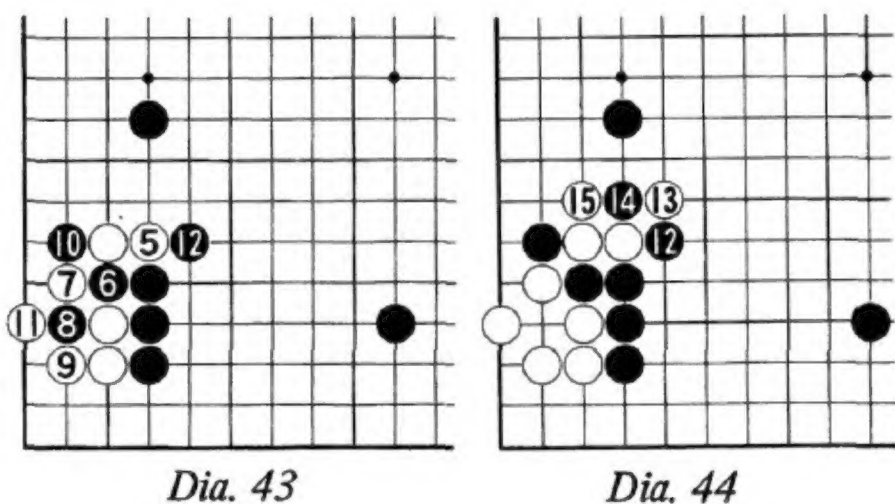
Dia. 42

Dia. 42. If White plays 1 when Black has a stone around ▲, Black will block at 2. White 3 and Black 4 are mandatory, but White has five

choices – ‘a’ to ‘e’ – for 5.

Fortunately, all these choices give much the same result, Black confining White and developing his bottom framework. We shall look at the variation that starts with ‘c’.

Dia. 43. White blocks at 5. Black pushes through and cuts with 6, 8, and 10, then blocks White in return at 12.

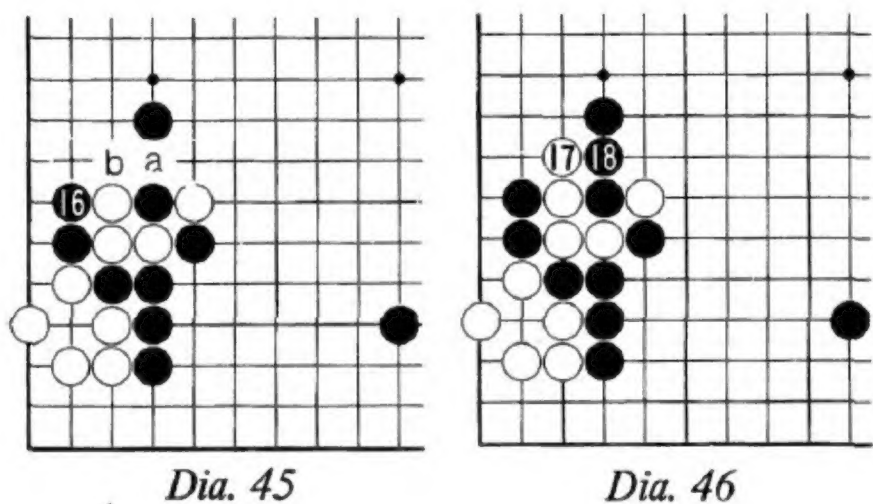


Dia. 43

Dia. 44

Dia. 44. White tries to hane into the center with 13, Black cuts at 14, and White gives atari at 15.

Dia. 45. Next, Black gives atari at 16. If White ‘a’, Black ‘b’ and a ladder.



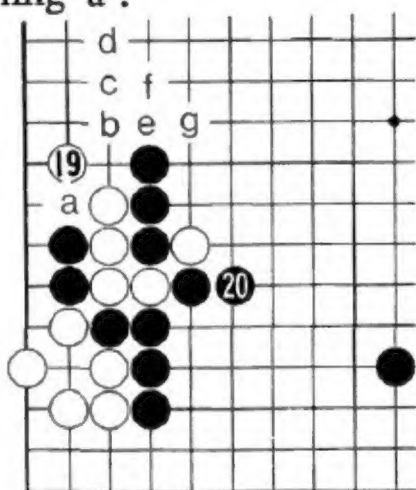
Dia. 45

Dia. 46

Dia. 46. White has to extend at 17, and Black connects at 18.

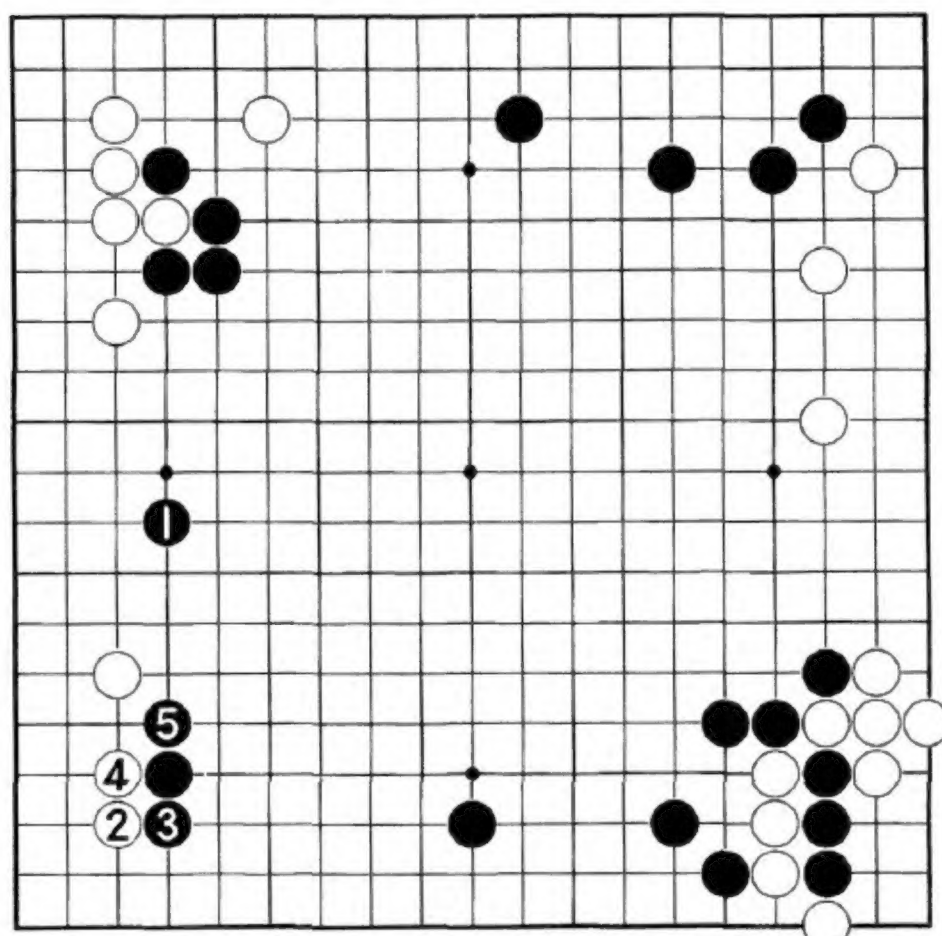
Dia. 47. White 19 and Black 20 complete the joseki. Next Black can play any of ‘b’ through ‘g’ in sente, threatening ‘a’.

Dia. 48. In this opening, if White invades the corner with 2, Black comes out very well indeed. Imagine Dia. 47 after this. Black’s framework is even better than in Dias.



Dia. 47

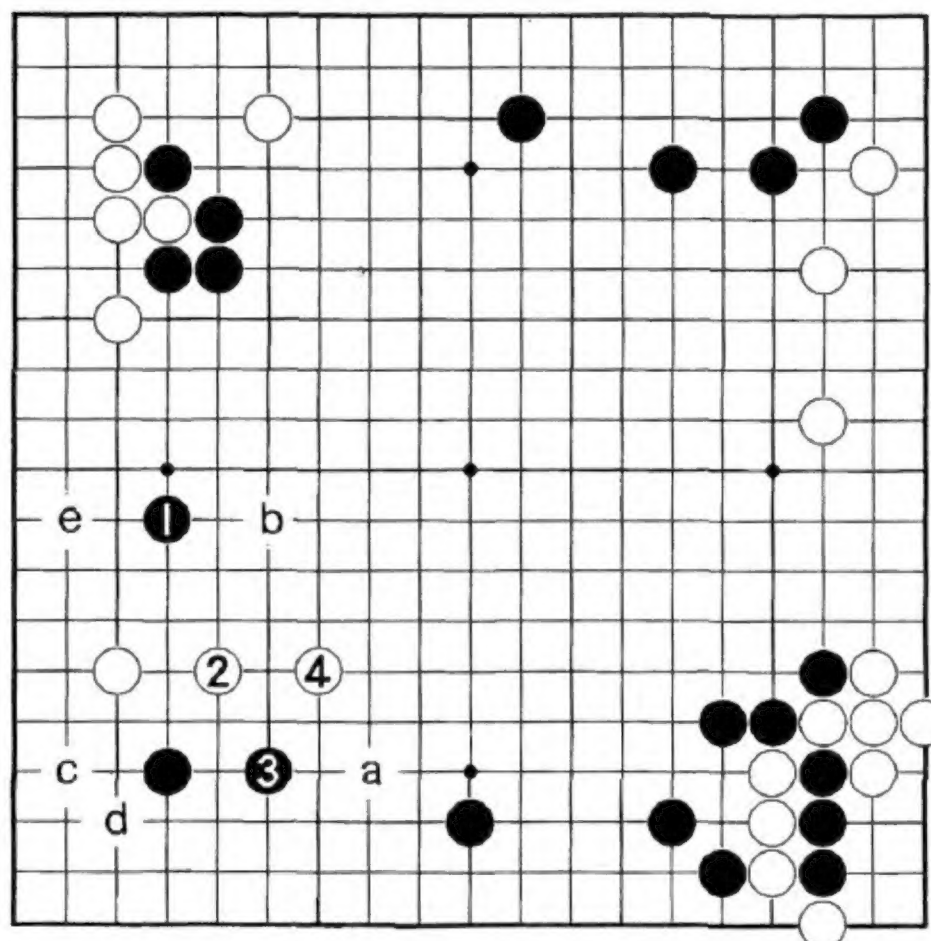
37 and 38. But White will not play 2.



Dia. 48

Dia. 49. Rather than invade the corner. White will jump toward the center with 2 and 4. Black’s potential bottom framework shrinks and if he defends at ‘a’, White has a good capping move at ‘b’, which forces Black to play in neutral area while linking 1 to his stones in the top left.

The standard joseki calls for White ‘c’, Black ‘d’, White ‘e’ instead of White 4, but for reasons discussed in the fuseki analysis, White does not want to play a move like ‘e’. If he did so, Black would take 4.



Dia. 49

(‘Gekkan Gogaku’ April 1980. Translated by J. Davies)



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